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# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

# WIN!

A VIRTUAL BOY SYSTEM  
KILLER INSTINCT FOR SNES

THE SECRETS OF

# KILLER INSTINCT

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Five Games Reviewed Inside

**VIRTUAL BOY**

BATTLE ARENA TOSHINDEN  
WORLD HEROES PERFECT  
SUPER MARIO WORLD 2  
MORTAL KOMBAT 3  
STARBLADE ALPHA  
CHRONO TRIGGER  
TWISTED METAL  
WAR HAWK  
CYBERSLED  
WIPE OUT  
TERKEN 2



I  
was  
passing through a wasteland when suddenly my mind drifted



101 keyes n. HOR www.nintendo.com

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my spirit lifted, my location shifted into  
a  
new  
dimension  
a  
third  
dimension  
a  
good  
dimension.

Was this their intention?  
To crash my dimension?

I stepped into the invention  
and heard a voice say,

Turn it on Virtual Boy.

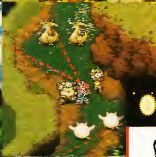
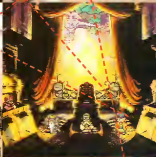
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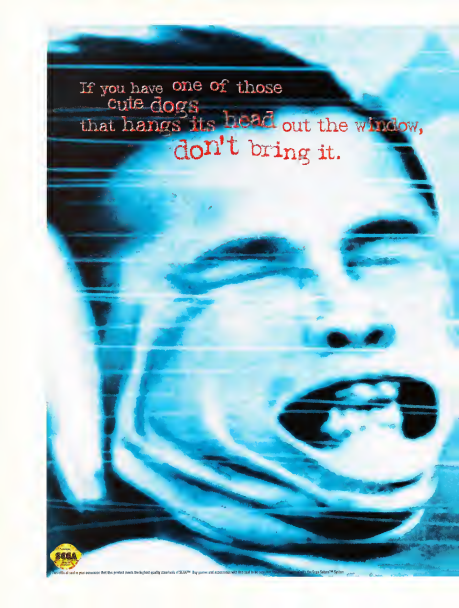
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If you have one of those  
cute dogs  
that hangs its head out the window,  
don't bring it.



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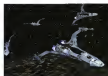
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**CRYSTAL DYNAMICS**

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# INPUT MARIO'S BACK!

**M**ario's ten years old! Well, not exactly. As you probably know, the short plumber with the killer jump made his first appearance in 1982 in the original Donkey Kong. But it was in 1985 that Mario made the biggest jump of his career: from minor game character to major company mascot. Super Mario Bros. debuted on the NES in 1985, and it's no exaggeration to say that he and his game ushered in major changes in the way games were conceived, programmed and marketed.

I can remember the first time I plugged in that first NES cartridge. I was prepared for the better graphics, but what I wasn't ready for was the immensity of the world Mario had to explore. I had seen scrolling games before, but never with this much attention to detail. The game was chock-full of personality, lots of enemies, a cute backstory, and a definite goal to work toward—it all added up to a new genre of gaming which today has become so standard we often forget where it started.

Think about it—if a company needs to slap together a quickie game based on a

current movie or trend, more often than not the game is a shoddy rip-off of Super Mario Bros. Running from left to right, finding secret passages, jumping over obstacles, facing off against boss characters, collecting secret coins and power-ups—Mario started it all.

**"...Mario is king of the mascots once again."**

Mario's impact was also felt on the advertising front. Nintendo was the first company to utilize the promotional power of a system mascot. When Sega entered the ring, they followed suit, casting an appealing cartoon hedgehog in a game which, as good as it was, was a clear copy of Super Mario Bros. While Sega's eventual success was certainly due to a number of additional factors, the importance of Sonic

in the equation can't be denied. I wonder if 3DO would be doing better had they launched their system with a strong mascot? As great as Gex is, it may have come along too late.

Nintendo invented the scrolling world/cute mascot game, and in my opinion, they still do it the best. Even today, Super Mario World stands as one of the best games ever, and I'm really excited about the release of Yoshi's Island. From what I've seen and played, it looks amazing. Nintendo remains light-tipped about Mario's role on the Ultra-64, but it seems obvious that we can expect a fully-rendered Mario within the next year.

After being arguably dethroned by Sonic for a few years and shamed into obscurity by a truly terrible movie, it seems that Mario is king of the mascots once again. Ironically, the next threat to his title will probably come not from another company, but from Nintendo's own Diddy Kong!

Either way, I'm pretty sure Nintendo will be happy.

—Chris Gore  
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"The good news - I'm on a ship with Tia Carrere. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krim and change course we're toast. Literally. This is a job for brain men. Great game. Super graphics. Finny lines. 4 CDs. And Tia is not painful on the eyeballs. Later." ■

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Software Company

# PRESS START

## MY DAY IN THE DIGIPEN



Dan Vebber travels to Vancouver to check out DigiPen—North America's first videogame programming school



DigiPen's founder, president and head instructor, Claude Comair. (Note the ever-present Nintendo logo on the wall.)

Videogames have been around for over 20 years, and today are a multi-billion dollar industry worldwide. (Heck, I've even heard tell there are a few videogame magazines out there.) The yearly slew of new game titles means the demand for highly-trained game programmers is on the rise. But when it comes to finding a job in this huge industry, few people know exactly where to turn, what steps to take and what things to

study. Think about it: Have you ever seen a single class in videogame design and programming?

Recently, I got the chance to do just that when I visited DigiPen, a school in downtown Vancouver devoted to molding the next generation of videogame designers. In addition to courses in advanced computer animation, the school offers an intensive two-year videogame curriculum covering topics ranging from computer science, mathematics and programming to animation, soundtrack design and game theory. In other words, graduates of the program will learn not only the nuts and bolts of game design, but what makes a good, playable game.

The program's first batch of 25 students began only last fall and have already written hundreds of thousands of lines of code and created dozens of games from the ground up. And when I say from the ground up, that's exactly what I mean: These guys (actually, 24 guys and one girl) aren't just

learning to use available "point and click" programs to design their games—they're creating those programs from scratch, interacting directly with computers through a machine language that to my untrained eyes looked like a crazy load of gobbledygook. Amazingly, many of the students had no previous programming experience, only a total devotion to the program and a willingness to do life-consuming amounts of work. Most students need to spend long hours after class and on weekends in the computer labs in order to keep up with assignments, and only one month of summer vacation is allowed per year.

The results are stunning: Student-produced games that play and look as good as their mass-marketed predecessors, but with more than a few unique twists thrown in by their nutty creators. In one near-perfect Pac Man copy, Pac cruises around his maze to a soundtrack of Pantera music and karate chops, and explodes into a bloody mess when eaten by a ghost. Demonstrations like this one consistently kept me in stitches.

The school is always on the lookout for new students, but the small size of the videogame program (from now on, only 60 new applicants will be admitted per year) means admission is extremely selective. Applicants must be high school graduates with good grades, a highly creative background and numerous references from instructors. In addition, they must pass an



A student works on a videogame storyboard



StarQuest is a 3-D Asteroids-style game.

entrance exam and meet with the final approval of the school's advisory committee. A knowledge of mathematics is also extremely important, as almost all programming is based around complex mathematical computations. (Remember how your high school teacher told you hexadecimals and plotting curves had important real-life applications? Well, this might have

been what he was talking about.)

The school has been a longtime dream for its founder, president and head instructor, Claude Comair. Comair (who admits his successful programming career was inspired largely by his love of the original *Battlezone* arcade game) originally formed DigiPen as a computer graphics house in 1988. He fast became frustrated by the lack of potential employees trained in the field of computer animation, and started to "borrow" students from nearby colleges. For Comair, opening a school within his own company to teach computer animation seemed to be the next logical step. Many of those original students went on to receive awards and employment, and Comair decided to try teaching videogame design in a similar manner. "It's amazing that most universities give out degrees in ancient Greek mythology, which can offer so little employment, but none of the schools offer classes to train people for the videogame industry, which has so many jobs to fill today," Comair remarks.

After years of wasting valuable time training its own employees on the job, the industry seems ready for schools like Comair's. DigiPen is largely funded by Nintendo, which provides the school with the very same SNES development stations used by its third-party software designers. This is the first time Nintendo has allowed these stations to be used for educational purposes outside of its own training facilities. But while this means the students are designing games that will actually play on the SNES system, it by no means limits them to a future career with The Big N. DigiPen graduates will have the skills to work for just about any company out there, and though Nintendo might very well offer some of the students jobs one day, the company doesn't require from them any sort of career commitment whatsoever. "It's just good for the industry in general to have a large base of talented programmers to choose from," says Jim Merrick, the Nintendo employee who serves as a liaison to DigiPen.

Though the students must first master basic program-

ming on the SNES, Merrick promised they will soon be able to expand on what they have learned, eventually gaining access to Virtual Boy and even Ultra-64 programming stations. In fact, Comair and many of his teaching staff will soon travel to Nintendo's Washington offices for a crash course in Virtual Boy programming.

Being among the students' creations and learning of the gauntlet of prerequisites they had to overcome before being accepted, I realized with more than a little uneasiness that I was far and away the stupidest guy in the room. Nonetheless, even my remedial reptile brain could comprehend that the curriculum at DigiPen is utterly fascinating, and an inspiring testament to just how much quality work can be produced by enthusiastic students working for instructors who know how to teach.

If you're interested, you can request more information by writing to the school directly:

DigiPen Applied Computer Graphics School  
Office of the Registrar  
5th Floor, 530 Hornby Street  
Vancouver, B.C.  
Canada V6C 2E7  
(604) 682-0300  
Fax: (604) 682-0310

And hey, we know it's exciting, but don't call them at all hours bugging them with stupid questions, or they'll never accept you!



An entire room is dedicated to CD sound design.



The student-produced *Dungeons of Passage* could easily hold its own against *Zelda*.



# SOUNDBOARD

## GIVE PEACE A CHANCE

Dear VideoGames,  
Will the people of Sega and the people of Nintendo ever come together as one? The reason I ask is because both systems are remarkable—imagine the possibilities if they were to get together. These systems are like Pepsi and Coke; it's hard to tell them apart. Why not combine them into one system instead of having these wars of seeing who's best? It could bring world peace. Seeing the two companies combine would be breathtaking. Enclosed is my idea for the Sega-Nintendo's system and logo.



Also, could you do me one small favor? I really like Betty's

comments and how funky she looks (this is good). Could you send me a picture of her? Could you have her laying on a day bed, wearing a toga, spoon-feeding a llama while surrounded by a vegetable garden by the sea at sunset on the moon? PLEASE.

—Kaleb Walker  
New Haven, IN

Your appeal for a better, peaceable world inspired by the actions of the two feuding game companies really touched our hearts. That is, until you got to the part about Betty and we realized you're just an insane lunatic. We obviously don't have any photographs of Betty on the moon, but here's an action-packed picture of her trying to unjam a stapler. Is that good enough?



## GIVE FIGHTING A CHANCE

Dear VideoGames,  
I was wondering if the Ultra 64 is going to have any arcade-type fighting games like *Darkstalkers 1 or 2*, *X-Men* or any of the new *Street Fighter* or *Mortal Kombat* arcade games. I want to know because I'm planning to buy an Ultra 64 and a great fighting game.



—Oscar Ysasi  
Pharr, TX

Nintendo plans to have a version of *Killer Instinct* available for the Ultra 64 when it debuts next year, but in their words, it will be "a very different version." In fact, it might even be called *Killer Instinct II*. Thanks for the drawing of *Nightwolf*. It's cool to see that drawings from *MK3* are starting to trickle in!

## PHOTOGRAPHY 101

Dear VideoGames staff,  
Thank you for the *Donkey Kong Country* game cartridge. I'm sorry the picture isn't very good.

—Betsy Lindemann  
LaPorte, MN

Oh, it's a fine picture. The wings growing out of the sides of your child's head are as clear as day.



## RAPID-FIRE QUESTIONS

Dear VG,  
I've never written a little letter to any other magazine, but yours is so good I decided to write. Is *Earthworm Jim* worth buying? When will *Mortal Kombat 3* come to Virginia? When will you guys play it? Do all you guys have 3DO and all those systems, or do you rent them? Your reviews and ratings are awesome and I trust them! How long have you guys been playing videogames? You guys kick butt! Do any of you guys like the *Stone Temple Pilots*?

—Nathan Wells  
The Plains, VA

Nathan, if you talk as fast as you write, you really should try some decaffeinated cola. Okay, here are our responses: 1) Sure. 2) It should already be there. 3) We've been playing it since early April. 4) We've got all the systems at the office. Some of us who are really over the edge have them at home, too. 5) Um... thanks. 6) Since Pong's gameplay was considered cutting-edge. 7) Um... thanks. 8) The *Stone Temple Pilots*? What game are they in?







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## CatBox for Jaguar

Atari Jaguar owners wishing to increase their system's output and communications capabilities will want to snatch up ICD's CatBox expansion peripheral. The CatBox plugs directly into the back of the Jag, redistributing outgoing signals into six output formats—three for audio (line-level stereo, RGB monitor, head-phone jack with volume control) and three for video (composite, S-video and analog RGB.) These connections make the Jaguar compatible with any number of high-quality monitor systems, and with multiple monitors at the same time.

The CatBox also features three kinds of communications ports which allow two or more Jags to be connected for simultaneous multi-player action on games like *Doom*.

But to get down to the brass tacks of it, the reason people will want to own this CatBox thing is, well, *it's just so darned cool-looking!* With its polished steel skin and glow-

ing LED "eyes" in the cat logo, the CatBox will make your Jag look like it was altered by the government to run NORAD from your basement. In fact, the designers are so proud of their dense assemblage of Radio Shack flotsam that the instructions actually encourage owners to disassemble the thing, just in order to marvel at its silicon guts.

For more information, contact ICD, Inc. at 1220 Rock Street, Rockford, IL 61101, or call (815) 968-6888.



# NEW HARDWARE

## SUPER GAME BOY CONTROLLER

Did you know that Nintendo's Super Game Boy has a number of previously undocumented functions which can be activated by pressing the L and R buttons in very quick, very specific sequences? Neither did we; in fact, they're impossible to perform without a special controller that can execute the sequences automatically.

In addition to simplifying the SNES control-pad design to make it look and feel like the lower half of a Game Boy, Hori's SGB controller allows players to access these previously-unknown functions. One is a "Mute" function which can toggle the game's sound on or off with the press of a button, and the other is a "Speed" function which can toggle the game's



speed from slow to normal to fast or even super slow. Unlike other controllers before it, the Hori controller's speed change is not due to simply pausing and unpause repeatedly; it's actually changing the clock speed of the Super Game Boy processor. For those lazy lummoxes who can't be troubled to tap the left and right buttons at once, the controller also features a single button to open the Super Game Boy control window, as

well as a button with which to switch color schemes.

Hori's boxy SGB controller isn't as comfortable to hold as the one for the SNES. Still, players already accustomed to playing games directly on the Game Boy will likely find that the additional unique functions make the controller well worth its price.

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The summer is long and hot, so where are the new games? New releases are getting tough to come by. Until the PlayStation hits the streets in September, it will be a long summer indeed. But read on and learn the latest in gaming as the gossip continues ...

## TEKKEN 2 EXPOSED

Imagine Tekken with weapons—Jack launches a missile from his mechanical arm which explodes and knocks the opponent entirely across the screen. Picture Tekken with massive amounts of blood and fatalities that would make Goro tremble in fear. Yes, I'm talking about Tekken 2 and it will hit arcades late this year (probably in December) and then make its way directly to the PlayStation. The video footage that I saw from a work-in-progress in Japan looked amazing. Tekken will be out October 14th. There will also be a collector's edition released for the PlayStation called Tekken: The Special Edition which will be numbered with gold embossed lettering and include a special memory card which contains all of the hidden characters and secrets. As for other PlayStation news, Ridge Racer 2 is definitely coming out for the PlayStation in the first quarter of 1996.

## PLAYSTATION POLYGON PERSON PULLED

The polygon dude we saw overlooking the Sony booth at E<sup>3</sup> might make an early exit. Apparently Sony of Japan was less than thrilled with the many-angled character's prominent use in advertising and he may get his walking papers. The ad campaign for the Sony PlayStation is getting a last-minute overhaul by the Japanese big-wigs, but who cares about the ads? You know you want it.

## MORE ULTRA 64 DELAYS?

April 1996 seems really far away, so for those of you who are still going to wait for Nintendo to get off its butt and release a new system, guess what? You may be in for an even longer wait. Strong rumors suggest that the Ultra 64 may be delayed until August of 1996 because the hardware is still being tweaked. Also, the strangely ergonomic controller is also undergoing some retooling as well. The line-up for launch looks like this: Top Gun, Ultra Doom, Robotech, Red Baron, Turok the Dinosaur Hunter, Monster

Cruiser USA and, (surprise!) Killer Instinct 2. Yes, you read that one right, Killer Instinct 2 will debut on the Ultra 64 and may bypass the arcade entirely. Expect gameplay that uses a 3-D environment with rendered characters. More Ultra 64 news includes an unannounced 3-D baseball game from Angel Studios. The title puts you on a 3-D field of play in a way that is difficult to describe. There is definitely a CD add-on for the Ultra and even more serious talk that the system has been CD-based all the time. But don't believe what you read off the Internet.

## THE SECRET OF JAGUAR 2

Atari's hardware engineers are at work on the next generation of Jaguar. The Jaguar 2 will utilize the Power PC chip used for 3DO's upcoming 64-bit M2. Jaguar 2 will be downwardly compatible to all previous Jaguar and Jaguar CD releases. Jaguar 2 will be available in late '95 but no other details are available at this time.

## THE RETURN OF PONG?

It's no secret that Atari is updating a lot of its classic games on the Jaguar, using mind-blowing graphics and adding the word "2000" to the name. You already know about Defender 2000 and Breakout 2000, but get ready for Pong 2000. So far, the designers at Atari have the idea only on paper but the game should be truly revolutionary. Not just because of the gameplay and the graphics, but because of what Atari has planned for Pong—as the new mascot for the Jag. You heard it right, Pong will be a living breathing character. Details are sketchy thus far, but here is what I was able to discover. The lovable Pong is a boy cursed with being made of rubber like a super ball—he bounces and attacks his opponents relentlessly—but he truly wishes he were just a real boy. The gameplay consists of a 3-D platform game with puzzle-solving skills as well as the satisfaction of a good shooter (courtesy of Pong's powers.) Pong must save the Earth from being used and destroyed by colossal aliens in an intergalactic video game. In addition, he must save his girlfriend from the evil king Voodoo and his army of Paddie soldiers. Atari is keeping a tight lid on this project because the gameplay is so revolutionary. But I've got the inside track and will be feeding you the exclusive story as it develops.

Dunkin',  
Pitohangs  
2, Mortal  
Kombat 3,

## SNK RELEASES NEO-GEO CD FOR \$399

SNK Corporation of America has announced that the Neo-Geo CD will be released in October. SNK will release games for the system from its library of hundreds of quality arcade titles such as Fatal Fury, Samurai Shodown, Art of Fighting, World Heroes, The King of Fighters, Magican Lord and Super Sidekicks. There will be 70 titles available at launch for the system with retail prices ranging from \$39 to \$79. Only two third party publishers are producing a handful of games, Sunsoft and Data East. The Neo-Geo CD arcade system will retail for \$399 and include one controller and one game, possibly the arcade hit Samurai Shodown 2. The system will be available in select video-game specialty stores and test-marketed in Toys R' Us stores on the west and east coasts.

## NINTENDO UNVEILS NEW SUPER MARIO GAME

This year is the tenth anniversary of Nintendo's Mario character, and to celebrate, kids can expect a new game from Nintendo this fall. Yoshi's Island: Super Mario World 2, will be in stores on October 2nd. The game was not shown at E<sup>3</sup> since, at the time, it was not clear when or if Nintendo was going to release the title. (See our full review of this awesome title on page 74.) The game itself creates some interesting 3-D effects and almost full-screen characters utilizing the Super FX chip. According to Nintendo, 117 million Super Mario games have sold worldwide. Super Mario World 2 will be supported by merchandising tie-ins like toys and games. (I always wanted to get my hands on a stuffed Yoshi.) Y'know, if you think about it, the story for SMW2 is the same as the movie Terminator 2—Yoshi is essentially Arnold Schwarzenegger's character as he protects the baby Mario, who is obviously John Connor. The whole time travel thing is lifted directly from T2—think about it.

## WHAT'S UP WITH SEGA?

If you've been looking for new Sega Saturn titles lately, the summer has been fairly dry. The early release of the hardware surprised and upset a lot of third party developers who won't have games ready until the fall. Will a trickle of releases be enough for Sega to hold up against Sony's 22 launch titles. Stay tuned. Until next month, here's a tip: to begin any game, you must first press start.

—Chris Goro  
Editor-in-chief

**Sofia Says** spend your money to reserve  
a Sony®PlayStation®

**Sofia Says** give the money to your  
local video game store and do it now.

**Sofia Says** get on your  
knees and bark like a dog.

**Now give  
Sofia a kiss.**



**ah- ah,**

She didn't say **Sofia Says**. Now she has to hurt you.  
CIRCLE #107 ON READER SERVICE CARD.

# TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VideoGames, Attn: Tips & Tricks, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!



## TAZ IN ESCAPE FROM MARS

To access the master cheat screen, plug both controllers into the Genesis. When the Sega logo appears on the screen, press and hold **A+B** on Controller 1 and **B+C** on Controller 2 at the same time. If you did it correctly, you'll hear a dog bark. The cheat screen will appear when you hit the **START** button during play.

## Super Cheat Mode!



Hit any button and you'll see the cheat menu! Use it to move around the map or restore your energy.



Have a video or full stage select menu!

## HINT HOT LINES!

Are you still having trouble with your favorite games? Well, VideoGames doesn't give out tips over the phone—but here is a list of people who do.

**Nintendo of America Inc.**  
(800) 885-PLAY  
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)  
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)  
COST: Standard long distance rates to Redmond, Washington, apply.  
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

**Sega of America Inc.**  
(415) 591-PLAY  
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week.  
COST: Standard long distance rates to Redwood City, California, apply.  
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors. They will, however, refer you to the appropriate phone numbers for tips or licensed titles.

**Atari Corp.**  
(900) 737-ATARI  
HOURS: 24 hours a day, 7 days a week.  
COST: \$56 per minute.  
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the home and laptop.

**Turbo Technologies Inc.**  
(310) 337-6916  
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)  
COST: Standard long distance rates to Los Angeles, California, apply.  
TIPS: TTI's game counselors field questions about any NEC, TI or Working Designs game for the TurboGrafx-16 or Turbo.

**Electronics Arts**  
(900) 288-HINT  
HOURS: 24 hours a day, seven days a week.  
COST: \$56 for the first minute, 75¢ each additional minute.  
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

**U.S. Gold (Flashback Games)**  
(800) 288-GAME  
HOURS: 24 hours a day, seven days a week.  
COST: \$56 per minute.  
TIPS: Touch-Tone menu of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

**Data East**  
(800) 454-HELP  
HOURS: 24 hours a day, seven days a week for recorded messages, or 9 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance.  
COST: \$56 for the first minute, 75¢ each additional minute.  
TIPS: Tips and strategies for Data East's Stadium for the Super NES are the primary resource, but help is available for many other Data East titles.





## Infinite Continues

This cheat gives you infinite continues. Go to the Configuration menu and highlight music. Using the X button, play a little of sample 9, 8, 7, and 6—in that order. Now, when you die, the continue screen will show the infinity symbol next to the word continue.



Go to the Configuration screen



Highlight the Music option and play a sample of 9, 8, 7, and 6 in that order



You will now have infinite continues



## Level Select

After Spidey swings in and lands on the buttress in the foreground of the title screen, enter Y, A, X, B, A, Right, Left. You'll immediately jump to a secret stage-select menu; now you can choose your starting level!



Choose "Penthouse" to warp to the game's final level.



Enter Y, A, X, B, A, Right, Left.



You now have access to the stage-select menu.

## GAME GENIE CODES

Codes for use with Gameboy's Game Genie Video Game Enhancers.

### LOONEY TUNES B-BALL

Super NES

FM9-CZ06—Start on a harder difficulty  
9901-3DAB—Start with more money in weekly 3  
BAAA-17D0—Special powers use all your cash

### JUDGE DREDD

Genesis

AKCT-BA24—Infinite energy  
BGAT-AAH4—Start with 9 lives  
XGBA-AM05—Start with 50 grenades  
XGBA-AM0L—Start with 99 double whammies

### KIRBY'S DREAMLAND 2

Gameboy

003-020-19E—One hit and you're invincible  
003-0FA-6EB—Don't flash after getting hit  
AF4-9FC-A25—First hit is fatal

### THE ITCHY & SCRATCHY GAME

Game Gear

003-76F-B00—Start with four lives and four continues  
2A2-E2B-2A2—Infinite lives

**KILLER INSTINCT DELI  
YOU GET IN THE ARCADE  
NES. A STATE-OF-  
BUTCHER SHOP, SERVED  
GOO & UNCENSORED MAY  
BYPASS THE QUARTER**



Plenty of killer moves  
in every box of K.I.  
losers need not apply.



AOL Keyword: KIA  
[www.nintendo.com](http://www.nintendo.com)



ACM technology is  
what makes the  
fighters look so  
life-like...



All the bodily fluids  
are intact...so clean up  
after yourself will ya?



More killer combos  
than you can shake  
a stump at.

VERS ALL THE EXCESS  
ON YOUR OWN SUPER  
THE-ART 16-BIT  
WITH ALL THE SPLAT  
HEM. SO GO AHEAD-  
SLOT-- K.I. IS HERE!!

Fold

For Hidden Game Tip,  
Fold So "X" Meets "Y"



Fold

...Uh we mean  
unlife-like...  
er...reptile-like.



For one or two players,  
so find a friend and  
proceed to huntlike.



For a limited  
time you get a CD  
of the game music  
—free cuts to go with  
your cheap shots.



What else can we say  
'cept it's all on 16-bit  
so bag the new system, bud.

only for  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

CIRCLE #100 ON READER SERVICE CARD

## Special Attacks, Combos and Damage Ratings

If you've played the Genesis version of *The Punisher* at the "Expert" difficulty setting, you've probably noticed the hundreds of thousands of bad guys that stand between you and the Kingdom of Crime. To help you to get through the game faster, *VistoGAMES* hooked up with the game's developers to get specific info about which attacks do the most damage. We've also got some tips on easy combos that anybody can use.

**NOTE:** To make it easier on yourself, wait the Options menu and set up the controls so that the C button activates your "Special Moves."

Use the Roll to move out of danger or to quickly approach an enemy—it's triggered by a quick double tap on the D-pad. The instruction manual doesn't mention that you can roll in any direction, even diagonally!



### ATTACK DAMAGE



**PUNCH**

Press **A**.  
Damage: 8 hit points



**JUMP KICK**

Press **B** to jump, then press **A**.  
Damage: 16 hit points



**THROW**

Grab opponent, then hold the D-pad in any direction and press **A**.  
Damage: 24 hit points



**SPECIAL ATTACK THROW**

Grab opponent, then press **C** (this attack slightly decreases your own energy bar).  
Damage: 32 hit points



**GUT PUNCH/HEADBUTT**

Grab opponent, then press **A**.  
Damage: 8 hit points



**SPIN KICK**

↓ → ← **A**.  
Damage: 18 hit points



**JUMPING THROW**

Grab opponent, press **B** to jump, then press **A**.  
Damage: 28 hit points



**SPECIAL ATTACK**

Press **C** (this attack slightly decreases your own energy bar).  
Damage: 32 hit points



**GUNSHOT**

Press **A** when target appears on enemy.  
Damage: 12 hit points



**ROLLING KICK**

Press **A** while rolling.  
Damage: 24 hit points



**POWER THROW**

Grab opponent, press **B** to jump, then point the D-pad Down and press **A**.  
Damage: 32 hit points



**GRENADE**

Press **B** to jump, then press **C** (red air bubbles are emitted).  
Damage: 52 hit points

### STRAIGHT COMBO



Just press the **A** button rapidly. Your first punch does 8 hit points of damage...

...Immediately followed by an 8 HP punch from the opposite fist...



...then a special 12 HP sweep kick that can only be triggered by using this simple combo. Total damage: 28 HP

### GRAB COMBO



First, grab your opponent and press the **A** button twice for a quick 16 hit points of damage.



You'll still be holding him after the second hit, but instead of finishing with a third gut punch.



...press **B** to jump, then point the D-pad Down and press **A** for a 32 HP Power Throw. Total damage: 48 HP

## COMBOS

### CHEAP WALL COMBO



Grab your opponent and carry him over to a wall or any stationary object.



Point the D-pad toward the wall or object and press the **A** button repeatedly. This will initiate a series of continuous 24 HP throws.



After each throw, your opponent lands right at your feet; keep tapping **A** and you'll automatically pick him up and throw him again before he can counter-attack. Total damage: infinite.

### WEAPON DAMAGE

Knife: 10 hit points  
Axe: 11 hit points  
Hammer: 11 hit points  
Sword: 11 hit points  
Dynamite: 20 hit points

Flame Thrower: 20 hit points  
Barrel: 25 hit points  
Oil: 32 hit points  
M-16: 48 hit points



# Power-Combos

To pull off the power-combos, certain conditions must be met:

- 1) Attacker hits the opponent with an unblockable series of hits;
- 2) Damage must meet or exceed 33%;
- 3) Final move in the combo must be a Special or Skill move.

Listed below are some power combos which work:



**Shadow** Jump towards + B, Crouch + A, Banzei Blitz, then add a Twirling Fan (B Button) after the fourth—but before the last—Blitz hit.

**Flax** Jump towards + Z, A (while in close), Thrash 'N' Bash, then add an Atomic Knee after the second—but before the last—Bash hit.

**Slash** Jump towards + C, Crouch + A, Caveman Beating, then add a Running Headbutt after the fourth—but before the last—Beating hit.



Jump towards + C,



B (while in close),



Swinging Hammerist,



Then add a Mantis Strike before the last Hammerist hit.

**Thidene** Jump towards + C, B (in close), Neptune's fury, then add Whirlpool Kick before the last Fury hit.

**Jetta** Jump towards + C, Y (in close), Gymkata, then add a Spinning Corkscrew Uppercut after the fourth—but before the last—hit.

**Fang** Jump towards + B, A (in close), Double Fang Kick, then add a Serpentine Fire after the fifth—but before the last—Fang kick.

**Rapide** Jump towards + Z, crouch + A, Flashing Daggers, then a Crow's Nest after the fourth—but before the last—Dagger hit.

**Kewer** Jump towards + c, crouch + A, Wizard's Wrath, then add Dragon's Bite after the fourth—but before the last—Wrath hit.

**Midnight** Jump towards + C, A (while standing still), Rapid Fire, then Doom Dog after the fourth—but before the last—hit.

**Devason** Jump towards + C, A (in close), Spinning Axe Pick, then add a Round Up after the fourth—but before the last—hit.

**Ramses** Jump towards + Z, crouch + A, Thunder Lizard, then add another Thunder Lizard after the third—but before the last—Lizard hit.

**Blade** Jump towards + C, A (in close), Slice 'N' Dice, then add a Straight Tracking Blade as the enemy is falling back.

## Cinekills

To engage the cinekills, there are certain conditions that must be met. These are:

**Final Round**  
**Victim is stunned**  
**Victim has 20% or less health**  
**Power-Combo Icon is active for victor**

When all of these circumstances are met, the cinekill will automatically be pulled-off.



## Secret Characters

100 victories in Contest Mode



200 victories in Contest Mode



Here are the first two secret characters in the game. In order to find them, play Contest Mode and win 100 matches for Crispy and 200 matches for Blast.

YOU GET UP TO

50

GAMES A MONTH

AND PLAY THEM

24

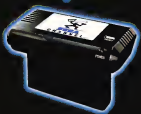
HOURS A DAY AND

KICK EVERYONE'S BUTT

7

DAYS A WEEK WHEN YOU

HOOK IN THIS



FOR PENNIES A DAY

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**GET HOOKED IN.**



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# Desperation Moves

As with other Neo-Geo fighting games, *Savage Reign*'s characters each come equipped with one last-ditch maneuver called a "desperation move". These moves can only be executed when your life bar is flashing. All moves are shown as if your character is facing to the right.

## Gozu



Hold  $\blacktriangleleft$  for a second then  $\rightarrow + A$  repeatedly



## Nicola



$\downarrow \blacktriangleleft \downarrow \blacktriangleright \rightarrow + A$



## Hayate



$\downarrow \blacktriangleleft \blacktriangleleft \downarrow \blacktriangleright \rightarrow + A$



## Chung



$\downarrow \downarrow \downarrow \downarrow \uparrow + A$



## Carol



$\rightarrow \blacktriangleleft \blacktriangleleft \downarrow \uparrow + A$



## Joker



$\downarrow \blacktriangleleft \downarrow \blacktriangleright \rightarrow + A$



## Eagle



$\rightarrow \blacktriangleright \downarrow \blacktriangleleft \blacktriangleleft + C$



## King Lion



$\rightarrow \blacktriangleright \downarrow \blacktriangleleft \blacktriangleleft \blacktriangleleft \rightarrow + A$



## Mezu



Hold  $\blacktriangleleft$  for a second then  $\rightarrow + B$  repeatedly



## Gordon



$\rightarrow \blacktriangleright \downarrow \blacktriangleleft \blacktriangleleft + C$







*Slam 'N Jam* has a "Big Head" mode just like the original *NBA JAM*. To activate it, you must tap the L button rapidly and repeatedly at the black screen before the tip-off at the start of the game. After the tip-off, pause the game and unpause to activate the Big Head feature.

## BIG HEAD MODE



Set up your teams, then wait for the screen to fade.



Tap the L button repeatedly...



...then pause and unpause the game after the tip-off.



All of the players' heads are affected.

## SMALL PLAYER MODE

To make the players smaller on the court, just tap the R button rapidly and repeatedly at the blank screen before the opening tip-off. After the game starts, pause and unpause to make the players a lot smaller.



As above, just wait for the screen to fade.



Tap the R button repeatedly...



Now the players are noticeably smaller.



...then pause and unpause the game after the tip-off.

## SHOT PERCENTAGE MODE

To activate Shot Percentage Mode, just hold down the L button at the blank screen before the opening tip-off. After the game starts, pause and then unpause to activate the cheat. Now any shot (other than a dunk) will cause a percentage indicator to appear on the screen; the higher the percentage, the better the chance that the shot will go in. All three of these "blank screen" cheats will remain in effect until the 3DO is turned off or they are canceled; to do this, simply tap the A, B or C button repeatedly at the blank screen before the opening tip-off.



After the team set-up screen fades...



Hold the L button until the tip-off.



...the shot percentage indicator will appear.



Now pause and unpause the game; when you take a shot...

## PLAY WITH REAL TEAMS

Sure *Slam 'N Jam* doesn't have an NBA license for real teams or real players, but the designers found a sneaky way to include some real NBA stats, colors and player likenesses without getting into legal trouble. To use your favorite players with their real team colors and '93-'94 statistics—but without their real names—just pick the team to the right of the one you'd like to be. For example, if you're a Celtics fan, find Boston at the team-select menu, then press **Right** to choose the next team in order (in this case, Miami). You'll find that Miami has players with the same jersey colors and player stats as the real-life '93-'94 Celtics, right down to the players' heights.



# Special Character Tips

There are eight special characters in *Head-On Soccer*. Each one has a specific ability which sets him apart from the other players on the field. The key is knowing what these abilities are and how to maximize their effectiveness. To execute a special player's unique move, hit the **B** button on the Genesis controller (or **A** on the Super NES controller.)



## Head-On Soccer

## SUPER NES GENESIS

### BARGER

The Barger is the team's heavy. His job is to flatten the other team's players so you can move the ball up field without resistance. Use him to bowl players over as he runs down the field. The amount of time it takes them to recover is greater when you use the Barger.



### CHEAT

The Cheat is useful when trying to get free goals or possession of the ball.

Place the Cheat on your forward or half-back line if you're looking for penalty kicks or put him in the defense if you want to take possession away from the other team, plus a free kick. When the other team has the ball, position the Cheat near him and execute his move. There will be a 50% chance that a penalty will be assessed (25% if it happens in the goal box.)



### TRICKSTER

A Trickster is excellent for bringing the ball upfield. To maximize his effectiveness, only use him as a midfielder. Whenever another player tries to slide tackle your Trickster, use his skill to jump the ball over your opponent. With the Trickster, you never lose control of the ball.



### STRIKER 1

Striker 1 works well at any position but it's a good idea to put one on the wing so that he's in charge of corner kicks. With Striker 1 you can make trick shots; banana kicks are this guy's forte. Hit that button and watch the ball sail into the net at impossible angles.



### GOALIE

The Goalie, like the Marker, has no special moves, but he can kick farther and maneuver better than the regular goalie.



### PASSER

The Passer is a good man to have on your defense or at middle. He has the ability to drop a pass right on the foot of a desired player. Quite handy when used in unison with a Striker 2.



### MARKER

This guy has no special moves that he can utilize; however, he is an excellent mid-fielder or defender because he will stick to his man like glue, making it hard for the opponent to shoot, pass or dribble.



### STRIKER 2

This guy is your money player; he's armed with devastating kicks that set the ball ablaze (literally!) While he works well as a forward, it's actually better to have him as a center middle. This way you can move him to a spot just outside of the goalie box without a problem. Once in position, hit the special button and watch him deliver a blistering shot at the goalie's head.





ARCADE GRAPHICS AND BIGGER PLAYERS!



INCREDIBLE MONSTER JAMS!



ALL NEW MODES OF PLAY!

# WE PUMPED UP THE JAM



**T.E.**  
TOURNAMENT EDITION

It's the greatest NBA® JAM TE™ yet! This Jam takes it to a higher court with stunning graphics, player scaling, full motion video and the actual big heads and baby mode arcade feature! Plus, you get updated player rosters, all-new secret characters, and mind-blowing stereo music and sound F/X! NBA Jam TE...Get Pumped!



SEGA  
SATURN™



PC CD-ROM

**Acclaim**  
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**MIDWAY**

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CIRCLE #110 ON READER SERVICE CARD.



# SPACE HARRIER MODE!

Here's a cool tip that allows you to play *Panzer Dragoon* without the Dragon! OK, it sounds weird, but you'll be surprised when you see the improvement in the game's frame rate when the dragon is removed. First, start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press **START** at the first title screen, then press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laserlike sound; now start the game and you'll be in "Harrier Mode!"



Choose "System Settings" at the main CD menu.



Choose "Language" at the settings menu...



...then choose "Deutsch" to change the language to German.



You'll be flying without the dragon!



Press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** at this screen.



Now "zurück" back to the main menu and "starten" the game.

Now the game plays like the classic *Space Harrier* coin-op.



Press **START** at the first title screen, then press **Up, X, Right, Y, Down, Z, Left, Y, Up, X** while the words "Normal Game" and "Options" are on the screen. You will hear a laserlike sound; you will now have infinite continues.

## INFINITE CONTINUES



Press **Up, X, Right, Y, Down, Z, Left, Y, Up, X**

JANE OVER

Now, when you die...



...you'll see that you have infinite continues.

## INVINCIBILITY

Press **START** at the first title screen, then press **L, L, R, R, Up, Down, Left, Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen. Can you guess what this means?



Start the game and allow yourself to be hit by your enemies.

With this code in place, your energy meter won't go down!



Press **L, L, R, R, Up, Down, Left, Right**.



## STAGE SELECT

Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen. Now you can skip to any stage.



Now you can choose to start at any stage.

Press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z**.



Warp to the final boss battle if you wish.

Let's say you're trying to kill all of the enemies in any given area, just to get a perfect 100% rating at the end of the stage. If you miss one, just press **L, R, A, B**, and **C** all at the same time; your dragon will take a dive right away and the stage will start over. You'll lose a life, but your perfect record can be kept intact this way. Rumor has it that *Panzer Dragon* has a hidden level which can only be accessed by earning 100% on the final boss stage!

Your not playing so hot and want to start over.



## SUICIDE MANEUVER



Press **L, R, A, B** and **C** at the same time to commit suicide right away.

Now you can start over.





# An Arsenal of Cheats

To enable a plethora of cheats that will undoubtedly help you complete this extremely difficult game, pause the game while you are firing your lasers. Next, enter the code, B, A, B, A, A, A, B, A, B, A, C, X. Now you can enhance the abilities of your weapons or skip levels with the cheats listed below. Note that you must reenter this code after you complete a mission.

Pause the game while you are firing your lasers



Enter B, A, B, A, A, A, B, A, B, A, C, X.



With this code in place, you can skip levels, become invincible and more!



To enter specific cheats, pause the game again (without firing) and enter one of the following codes:

Skip Mission:

B, A, C, C, A, A, A, X

Increase mission number:

C, A, A, A, A, C, A, X

Super Missiles:

C, A, A, B, A, X

Super Lasers:

C, A, A, B, A, C, A, X

Invincibility:

A, B, A, C, A, A, B, A, X

Smart Bomb: Pause the game when you are surrounded by enemies. When you enter this code, all the enemies will be eliminated.

A, C, A, B, A, A, C, A, A, X

Refill Weapons:

B, A, A, A, A, B, A, X

Display Player's Name:  
B, A, B, X

Display Programmers  
Message:  
B, A, C, A, C, A, X

## Bonus Level

If you complete the game and wait through the credits, you'll see that there is a bonus level to play called Cake Walk.



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# KILLER

**A** sinister multinational corporation called Ultratech has rounded up a collection of societal misfits, aliens and general freaks of nature and thrown them together in an enclosed arena. Welcome to the Killer Instinct tournament—it won't be pretty. There's a lot of fury brewing up inside these combatants, and each of them has more than a few ways of inflicting bodily harm. With its extensive collection of multiple-hit combos, Killer Instinct is a difficult game to master both in the arcade and on the Super NES. But after reading the following list of special attacks, tips and strategies, you'll stand a fighting chance. Just try not to get any blood on your mom's new carpet.





## TIPS ON OFFENSE

Combos are great and all, but Killer Instinct offers you the ability to break out of a combo with a specific move. While it's cool to show off and perform a 22-hit combo, you may be giving your opponent more time to counter you. Try to concentrate on small, effective combos. Five- to nine-hit combos can keep your opponent on his or her toes while keeping you quite safe from a combo breaker. Finishing an opponent with an Ultra combo is great because it can't be broken.

Try to anticipate your opponent's next moves and you'll do just fine. If you're caught in a projectile fight, watch for a move which will allow the other fighter to fly through your next projectile and nail you with a mean combo.

## TIPS ON DEFENSE

The good news is that K.I. has no throws; the bad news is that there are certain attacks which can only be blocked from a standing position. You must learn how to block and position yourself correctly. Jago has the nasty habit of using his Laser Sword while you're ducking. It's all trial and error with that.

## COMBO BREAKERS

Combo breakers can be easy if you learn how to do them. The theory behind the execution of a combo breaker is that you have to use the button to the left of the button your opponent began his combo with. In other words, if he started the combo with a Fierce Kick, you must use a medium attack combo breaker. If he started with a medium attack, use a weak breaker; if he opened a weak attack, use Fierce. It's not difficult, just keep track of how fast and far the attack was. Good luck!

# CHIEF THUNDER

## Special Moves

**Tomahawk:** Rotate to the left, Swing from Forward to Down to Back + Force punch

**Reverse Triplex:** Charge forward (not Back) + Medium Punch

**Phoenix Fireball:** Rotate from Down to Forward + Any Kick

**Sammamish:** Rotate from Down to Back + Any Punch

**Triplex:** Charge Back then Forward + Any Punch

## Advanced Combo (11-hit)

Jump in with Fierce Punch (charge forward), Medium Kick, then Back + Medium Punch, Weak Kick, then Rotate from Down to Forward + Fierce Kick

## Combo Breaker

Rotate from Down to Back + Any Punch (Sammamish)

## Easy Combo (6-hit)

Jump in with Fierce Punch (charge back), Medium Kick, then Forward + Fierce Punch

After years of calmly educating Native American peoples, the Chief and his family perished when his brother attended a previous Ulteesh fighting tournament and never returned. Seeking to solve the mystery of his brother's disappearance, Thunder packed his tomahawks and signed up for killer instinct. A word of advice. Don't laugh at his feathers.

## Special Moves

**Twister:** Rotate from Down-forward to Back, Down-Back + Charge Kick

**Laser Storm:** Rotate from Down to Forward + any Punch

**Plasma Port:** Back, Down, Down-Back + any Kick

**Plasmaslice:** Forward, Down, Down-Forward + any Punch

**Cyberdash:** Charge (in 3) then Forward + any Kick

**Reflect:** Rotate from Up to Back + any Punch

## Combo Breaker

Forward, Down, Down-Forward + any Punch (Plasma Storm)

## Easy Combos (7-hit)

Jump in with Medium Kick, Down Punch, Forward, Down, Down-Forward + Fierce Punch

Charge Back, then Forward + Fierce Kick, then Medium Kick, then Forward, Up, Down-Forward + Fierce Punch

## Advanced Combo (11-hit)

Charge Back, then Forward Fierce Kick, Medium Kick, Down-Forward to Down, Down-Back + Fierce Kick, Medium Kick, then Back, Down, Down-Back + Weak Punch



Ulteesh is loved all over, developing an army of cybernetic soldiers just like Falcon. Problem is, they don't know if the scary things will follow orders. Huggers at the local prison are being tested before release. He can run off the assembly line to break worldwide cases. Inspired from his multi-limbed weapons and his ability to teleport, it's a good bet he receives a lot of D-cell batteries.

# FULGORE

# CINDER

## Special Moves

**Air Trailblazer:** While in an air sprint, press (Forward) + any Punch

**Heat Sink:** Rotate from Forward, to Down, to Back + Weak Punch

**Mirage:** Rotate from Forward, to Down, to Back + Fierce Punch

**Fireflash Kick:** Forward, Down, Down-Forward + any Kick

**Trailblazer:** Charge Back then Forward + any Punch

**Heated Fists:** Back, Back + Weak Punch

**Inferno:** Forward, Forward + any Kick

## Easy Combo (8-hit)

Jump in with Fierce Punch, Medium Kick, Forward, Down, Down-Forward + Fierce Kick

## Combo Breaker

Forward, Down, Down-Forward + any Kick/Fireflash Kick

## Advanced Combo (9-hit)

Jump in with Medium Kick, Fierce Punch Forward then Back + Weak Punch.

Forward, Down, Down-Forward + Medium Kick



Cinder used to be a criminal convict, just like you said he. And a botched Minotaur chemical weapon test converted all his evil matter to flame and, With a hot temper and a obsession to watch, Cinder hopes to gain his freedom by winning the tournament, and then return to a nice suburban-sized house in the country.



## Advanced Combo (9-hit)

Down-Forward, to Down, to Down-Back + Fierce Kick, Medium Kick,

Down-Forward, to Down, to Down-Back + Fierce Punch, (Heat,

Down-Forward, to Forward + Weak Punch.

## Easy Combo (8-hit)

Jump in with Fierce Punch, Medium Kick, Down-Forward, to Down,

to Down-Back + Fierce Punch

## Combo Breaker

Forward, Down, Down-Forward + any Punch (Heat Fury)

## Special Moves

**Laser Sword:** Rotate from Back-Forward to Down, to Down-Back + Fierce Punch

**Wind Kick:** Rotate from Down-Forward, to Down, to Down-Back + any Kick

(Goes through Shields)

**Endokuken:** Rotate from Down, to Forward + any Punch

**Tiger Fury:** Forward, Down, Down-Forward + any Punch

Don't mess with Jago— as a Tibetan warrior monk, he's watched over and protected by the Tiger Spirit. But even the Tiger Spirit can't destroy the evil that lurks within Jago's soul. Jago knows that by beating the prize out of his adversaries, he might just beat the evil out of himself. Not exactly a logical plan, but what do you expect from someone who regularly turns into a carnivorous toad?



# JAGO

# GLACIUS

## Special Moves

**Ice Lance:** Rotate then Down-Forward, to Down, to Down-Back + Weak Punch

**Shockwave:** Rotate from Down to Forward + any Punch

**Cold Shoulder:** Charge Back, then Forward + any Punch

**Liquidize:** Rotate from Down to Forward + any Kick

## Combo Breaker

Charge Back then forward + any Punch

## Easy Combos (8-hit)

Jump in Fierce Kick, Medium Punch, Down-Forward, Down, Down-Back + Weak Punch

Down to Forward, Down, Down-Back + Fierce Kick, Medium Kick, Forward, Down,

Down-Forward + Fierce Kick

## Advanced Combo (12-hit)

Down, to Down-Forward, to Forward + Medium Kick,

Fierce Kick, Forward then Back Medium Punch, Medium

Punch, Down, Down-Forward, Forward + Fierce Kick



## Easy Combo (7-hit)

Jump in Fierce Punch, Medium Kick then

Down, Down + Fierce Kick

## Advanced Combo (13-hit)

Right, Right Fierce Punch, Medium Punch, Back then Forward +

Medium Punch, Fierce Punch, Right Right + Fierce Punch

## Combo Breaker

Forward, Forward, + any Punch (Bone Shaker)

## Special Moves

**Skeleton (Behind):** Down, Down + Any Kick

**Bone Shaker:** Forward, Forward + any Punch

**Power Devour:** Back and Weak Punch (Behind)

**Skeleton (Face forward):** Down, Down + Any Kick

**Soul Sword:** Back then Forward, then Medium Punch

**Scaring Skull:** Rotate from Down to Forward + any Punch (After charging the shield)

**Sliding Kick:** Down-Back, to Down, to Down-Forward + Fierce Kick

**Skeleton (Air):** While in the air, hold Weak Punch then Down, Down, release

**Super Scaring Skull:** Rotate from Back, to Down, to Forward + Fierce Punch (After charging the shield)

# SPINAL

Glacius was just reliving his own history, cradling past Earth in his spacelike, when he crash landed and was captured by Ultratech scientists. The corporation hopes to prove the inferiority of alien by forcing Glacius to fight for his life in the tournament. But the Ultratech extra-dimensional will have more than a few chilly tricks up his sleeve, provided he isn't forced to do battle in a humid greenhouse.



Yet another creation of Ultratech's souped-up mad scientists, Spinal is the fully energized skeleton of an ancient warrior. After being awakened from his centuries-old slumber, he's become somewhat grumpy. Spinal's lack of offensive system prevents him from enjoying all his favorite foods, so his only joy these days comes from chucking his opponents into the place.

# RIPTOR

## Easy Combo (7-hit)

Charge Back, then Forward + Fierce Punch, Weak

Punch, charge Back, then Forward + Fierce Kick

## Advanced Combo (13-hit)

Charge Back, then Forward + Medium Punch(Charge back), Weak

Punch, then Forward + Weak Kick, then Down-Forward, to Down,

Down-Back + Weak Punch

## Combo Breaker

Charge Back, then Forward + any Kick (Flying Kick)

## Special Moves

Fireball: Rotate from Down, to Left + any Punch

Flying Kick: Charge Back then Forward + any Kick

Rampage Charge: Charge Back then Forward + any punch

Reversed Flying Kick: Forward, then Back + Medium Kick or Quick Kick

Tail Flip: Rotate from Down-Forward, to Down, to Down-Back + any Kick

Flame Breath: Rotate from Down-Forward, to Down, to Down-Back + Fierce Punch

Uppercut Claw: Rotate from Down-Forward, to Down, to Down-Back + Weak Punch



Riptor's DNA experimentation later produced the human/robot hybrid Riptor and bred him for a life of fighting. The creature's claws and flaming wings are made of the most dangerous by his own, anti-human technology. Sadly, Riptor's fierce, violent attitude seems to be a result of his poor upbringing. And his only true friend is a decent pair of men as a youngster, he might have grown into a model citizen.



## Advanced Combo (11-hit)

Jump in with Fierce Punch (charge forward), Medium Kick, Back +

Medium Punch(Charge back), Fierce Kick, then Forward + Fierce Kick

## Easy Combo (6-hit)

Jump in with Fierce Punch (charge back), Medium Kick,

then Forward + Fierce Kick

## Combo Breaker

Charge Back then Forward + any Kick (Sabrecut)

## Special Moves

Sabreroll: Charge Back then Forward + Weak Kick

Sabrespin: Charge Back then Forward + any Punch

Flaming Bat: Rotate from Down to Back + any Punch

Sabrecut: Charge Back then Forward + Medium Kick

Sabreponce: Charge Back then Forward + Fierce Kick

Reverse spinning slash: Charge Forward then Back + Medium Punch

Howl: Rotate from Down-Forward, to Down, to Down-Forward + Fierce Kick

# SABREWOLF

Afflicted with lycanthropy, a rare disease that turns people into enormous bipedal wolves, Sabrewulf spent most of his life hiding from normal society and chasing squirrels, but when Ultratek offered to cure him as a reward for winning the Killer Instinct tournament, Sabrewulf traded his lightning claws and claws on. Careful—never has it been so hot.

continued

# T.J. COMBO

## Special Moves

**Powerline:** Charge Back then Forward + Fierce Punch  
**Rollercoaster:** Charge Back then Forward + Medium Punch  
 (Goes through Orbella)  
**Spinalist:** Charge Back then Forward + Weak Punch  
**Flying Knee:** Charge Back then Forward + Fierce Kick  
**Knee K.O.:** Charge Back then Forward + Medium Kick  
**Faster Flying Knee:** Charge Back then Forward + Weak Kick  
**Turn Around Punch:** Charge Back then Forward + Weak Punch

## Easy Combo (7-hit)

Charge Back then Forward and Medium Punch, Fierce Kick, Charge Back  
 One Forward + Fierce Kick

## Combo Breaker

Charge Back then Forward any Punch (does K.O.)

## Advanced Combo (12-hit)

Jump in with Fierce Punch, Medium Kick (When on the ground)  
 Forward then Back + Weak Punch (charge back), then Medium Punch,  
 then Forward + Fierce Kick

## Advanced Combo

Charge Back then Forward + Medium Punch, Weak Kick, Forward, Back  
 and Medium Kick, Weak Punch, Down-Forward, to Down, to Down-Back +  
 Fierce Punch

## Easy Combos (9-hit)

Charge Back then Forward + Fierce Kick (charge back), Back and Fierce  
 Kick, Forward + Medium Kick

Charge Back then Forward + Fierce Kick, Medium Kick, then Down-  
 Forward, then, Down-Back + Fierce Punch

## Special Moves

**Lasaken:** Rotate from Down to Forward + any Punch

**Spinning Flick Flick:** Charge Back then Forward + any Kick

**Fire Cat:** Charge Back then Forward + any Punch

**Nigun Girl:** Rotate from Down-Forward, to Down, to Down-Back + Fierce Punch

**ichi:** Rotate from Down-Forward, to Down, to Down-Back + Medium Punch or Weak Punch

# ORCHID



After trying to investigate the killer instinct  
 involvement through  
 more conventional channels,  
 Secret agent Orchid  
 realized the only way to  
 infiltrate Ultratech was  
 to enter the competition  
 herself. Luckily, she's  
 ready for the task,  
 having been trained in a  
 number of fighting  
 styles. Of course, like  
 any good government  
 agent, Orchid also  
 possesses the ability to  
 rough you a little.

Sharpen your **machete** and go for the jugular—  
**Nintendo and VideoGames Magazine want to give**

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# KILLER INSTINCT

**Nothing** can stop it. **Killer Instinct** is coming for the **Super NES**, and we're giving away copies. But you'd better be prepared—this one ain't for the weak.

If your idea of intense gaming is playing with cute cartoon characters who jump on each others' heads, you might as well run home to mommy right now.

This is as brutal as 16-bit fighting gets. Angry-looking 3D-rendered freaks of nature have busted their way out of the arcade mega-hit and onto your screen for one reason alone: to beat the hell out of each other.

You wanna play, punk? Think you can hack it? Fine.

Order your glands to prepare a couple extra gallons of adrenaline and enter the stinkin' contest.

## GRAND PRIZE

Killer Instinct on Super NES plus a Super Nintendo Control Set!

## 10 FIRST PRIZES

Killer Instinct for the Super NES!

## 50 RUNNERS UP

A Collector's Edition Killer Instinct Pin!

### TO ENTER:

Send a postcard (no envelopes, please) with your name, address and age to:  
Killer Instinct Contest c/o VideoGames  
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Beverly Hills, CA 90205-3379

Entries must be received by October 15, 1995. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.

**WIN!**

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# FINISH IT!

TO PUT IT SIMPLY: HERE'S EVERYTHING WE KNOW ABOUT MORTAL KOMBAT 3. BY THE TIME OUR NEXT ISSUE COMES OUT, THERE WILL BE A NEW ROM REVISION IN THE ARCADES WITH NEW CHARACTERS, NEW FATALITIES AND NEW KOMBAT KODES. WATCH FOR IT!

## BABALITIES/ FRIENDSHIP

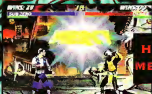


To qualify for a Babality or Friendship move, you must not use the **BLOCK** button during the round in which you expect to do the move.

## KOMBAT KODES

Enter secret code symbols at the match-up screen with the **LOW PUNCH**, **BLOCK** and **LOW KICK** buttons on both sides of the machine. The numbers show how many times each button should be pressed, from zero to nine; advance through the list in reverse by holding the joystick **Up** (i.e. instead of pressing a button nine times to get the skull symbol, just hold **Up** and hit the button once.)

Throwing Disabled: 100-100  
Blocking Disabled: 020-020  
1/2 Energy Player 1: 033-000  
1/2 Energy Player 2: 000-033  
1/4 Energy Player 1: 707-000  
1/4 Energy Player 2: 000-707  
Infinite Run: 466-466  
Remove Energy Bars: 987-123  
Dark Kombat: 688-422  
Random Morph: 460-460  
Psycho Kombat: 985-125  
No Fear: 282-282  
Theater of Magic: 987-666  
Knowledge is Power: 123-826  
Hidden Shooter Game: 642-468  
Fight Smoke: 205-205  
Fight Motaro: 969-141  
Fight Shao Kahn: 033-564  
Fight Noob Saibot: 769-141  
Hidden Shooter Game: 642-468



HAVE  
MERCY

When the words "Finish Him (Her)" appear during the third round of a match, stand far away from your opponent, hold **RUN**, press **Down** four times, then release **RUN**. Your enemy gets a little bit of energy back. You must show mercy before you can perform an Animality!

## STAGE FATALITIES



The "Stage Fatalities" listed will only work in the Pit III, Bell Tower and Subway stages. Each one starts with an uppercut, so stand close to your opponent when you attempt these!

## THE ULTIMATE KOMBAT KODE



If your local MK3 machine is still asking you to enter the Ultimate Kombat Kode, here it is:

**10902-22234**

This activates Smoke as a playable character...forever! When the code has been entered once, the Ultimate Kombat Kode entry screen will no longer appear.



## SHANG TSUNG



**FATALITY 2  
(SPIKES)**

**Fatality 1 (Soul)**  
In close, hold LOW PUNCH,  
press RUN, BLOCK, BLOCK,  
BLOCK, release LOW PUNCH

**Fatality 2 (Spikes)**  
In close, hold LOW PUNCH,  
press Down, Forward, Forward,  
Down, release LOW PUNCH

**Stage Fatality**  
Hold BLOCK, press Up, Up,  
Back, LOW PUNCH

**Friendship**  
Far away, LOW KICK, LOW  
KICK, RUN, RUN, Down

**Babality**  
RUN, RUN, RUN, LOW KICK

**Animality**  
At sweep distance, hold HIGH  
PUNCH, press RUN, RUN, RUN,  
release HIGH PUNCH



**ANIMALITY**

## SINDEL



**FATALITY 1  
(SCREAM)**

**Fatality 1 (Scream)**  
In close, RUN, RUN, BLOCK,  
BLOCK, then RUN-BLOCK  
simultaneously

**Fatality 2 (Hair)**  
At sweep distance, RUN, RUN,  
BLOCK, RUN, BLOCK

**Stage Fatality**  
Down, Down, Down, LOW  
PUNCH

**Friendship**  
Up+RUN, Up+RUN, Up+RUN

**Babality**  
RUN, RUN, RUN, RUN, Up

**Animality**  
Forward, Forward, Up, HIGH  
PUNCH



**FRIENDSHIP**

## JAX



**FATALITY 2  
(SLASH)**

**Fatality 1 (Glant)**  
Far away, RUN, BLOCK, RUN,  
RUN, LOW KICK

**Fatality 2 (Slash)**  
In close, hold BLOCK, press Up,  
Down, Forward, Up, release  
BLOCK, then tap BLOCK again

**Stage Fatality**  
Down, Forward, Down, LOW  
PUNCH

**Friendship**  
Far away, LOW KICK, LOW  
KICK, RUN, RUN, LOW KICK

**Babality**  
Down, Down, Down, LOW KICK

**Animality**  
In close, hold LOW PUNCH,  
press Forward, Forward, Down,  
Forward, release LOW PUNCH



**BABALITY**

## KANO



**FATALITY 2  
(EYE BEAM)**

**Fatality 1 (Skeleton)**  
In close, hold LOW PUNCH,  
press Forward, Down, Down,  
Forward, release LOW PUNCH

**Fatality 2 (Eye Beam)**  
At sweep distance, LOW  
PUNCH, BLOCK, BLOCK, HIGH  
KICK

**Stage Fatality**  
Up, Up, Back, LOW KICK

**Friendship**  
Far away, LOW KICK, LOW  
KICK, RUN, RUN, HIGH KICK

**Babality**  
Forward, Forward, Down, LOW  
KICK

**Animality**  
In close, hold HIGH PUNCH,  
BLOCK, BLOCK, BLOCK,  
BLOCK, release HIGH PUNCH



**FRIENDSHIP**

## LIU KANG



**FATALITY 2  
(CRUSH)**

**Fatality 1 (Fire)**  
Forward, Forward, Down,  
Down, LOW KICK

**Fatality 2 (Crush)**  
Up, Down, Up, Up, then  
RUN-BLOCK simultaneously

**Stage Fatality**  
RUN, BLOCK, BLOCK, LOW  
KICK

**Friendship**  
Far away, Down-RUN, Down-  
RUN, Down-RUN

**Babality**  
Down, Down, Down, HIGH  
KICK

**Animality**  
From sweep distance, Down,  
Down, Up



**ANIMALITY**

## SONYA



**FATALITY 1  
(KISS)**

**Fatality 1 (Kiss)**  
Back, Forward, Down, Down, RUN

**Fatality 2 (Pink)**  
Far away, hold BLOCK+RUN, press Up, Up, Back, Down, release BLOCK+RUN

**Stage Fatality**  
Forward, Forward, Down, HIGH PUNCH

**Friendship**  
Back, Back, Back, Down, RUN  
**Babality**  
Down, Down, Down, Forward, LOW KICK

**Animality**  
Hold LOW PUNCH, press Back, Forward, Down, Forward, release LOW PUNCH



**BABALITY**

## STRYKER



**FRIENDSHIP**

**Fatality 1 (Bomb)**  
In close, Down, Forward, Down, Forward, BLOCK

**Fatality 2 (Taser)**  
Far away, Forward, Forward, Forward, Forward, LOW KICK

**Stage Fatality**  
Forward, Up, Up, HIGH KICK

**Friendship**  
Far away, LOW PUNCH, LOW PUNCH, RUN, RUN, LOW PUNCH

**Babality**  
Down, Forward, Forward, Back, HIGH PUNCH

**Animality**  
In close, RUN, RUN, RUN, RUN, BLOCK



**ANIMALITY**

## SMOKE



**FATALITY 2  
(MEGA-BOMBS)**

**Fatality 1 (Bomb)**  
At sweep distance, hold RUN+BLOCK, press Down, Down, Forward, Up, release RUN+BLOCK

**Fatality 2 (Mega-Bombs)**  
Far away, hold BLOCK, press Up, Up, Forward, Down, release BLOCK

**Stage Fatality**  
Forward, Forward, Down, LOW KICK

**Friendship**  
Run, Run, Run, HIGH KICK

**Babality**  
Down, Down, Back, Back, HIGH KICK

**Animality**  
Far away, Down, Forward, Forward, BLOCK



**ANIMALITY**

## SUB-ZERO



**FATALITY 2  
(BREATH)**

**Fatality 1 (Shatter)**  
In close, BLOCK, BLOCK, RUN, BLOCK, RUN

**Fatality 2 (Breath)**  
At sweep distance, Back, Back, Down, Back, RUN

**Stage Fatality**  
Back, Down, Forward, Forward, HIGH KICK

**Friendship**  
Far away, LOW KICK, LOW KICK, RUN, RUN, Up

**Babality**  
Down, Down, Down, Back, Back, HIGH KICK

**Animality**  
In close, hold BLOCK, press Forward, Up, Up



**FRIENDSHIP**

## CYRAX



**BABALITY**

**Fatality 1 (Suicide)**  
In close, Down, Down, Forward, Up+RUN

**Fatality 2 (Chopper)**  
Down, Down, Down, Up, Down, HIGH PUNCH

**Stage Fatality**  
RUN, BLOCK, RUN

**Friendship**  
Far away, RUN, RUN, RUN, Up

**Babality**  
Forward, Forward, Back, HIGH PUNCH

**Animality**  
In close, hold BLOCK, press Up, Up, Down, Down



**ANIMALITY**

## SEKTOR



**FATALITY 2  
(CRUSH)**

**Fatality 1 (Flame)**  
Far away, Forward, Forward,  
Forward, Back, BLOCK  
**Fatality 2 (Crush)**  
At sweep distance, LOW  
PUNCH, RUN, RUN, BLOCK  
**Stage Fatality**  
Down, Down, Down, RUN

**Friendship**  
Far away, RUN, RUN, RUN,  
Down  
**Babality**  
Back, Down, Down, Down,  
HIGH KICK  
**Animality**  
Forward, Forward, Down, Up



**ANIMALITY**

## NIGHTWOLF



**FATALITY 1  
(LIGHT)**

**Fatality 1 (Light)**  
In close, hold BLOCK, Up, Up,  
Back, Forward, release BLOCK,  
then tap BLOCK  
**Fatality 2 (Axe)**  
Far away, Back, Back, Back,  
Down, HIGH PUNCH  
**Stage Fatality**  
RUN, RUN, RUN, BLOCK

**Friendship**  
Far away, Down+RUN, Down+  
RUN, Down+RUN  
**Babality**  
Forward, Forward, Forward,  
Down, Down  
**Animality**  
Forward, Forward, Down,  
Down



**FRIENDSHIP**

## SHEEVA



**FATALITY 1  
(POUND)**

**Fatality 1 (Pound)**  
In close, Forward, Down, Down,  
Forward, LOW PUNCH  
**Fatality 2 (Poel)**  
In close, RUN, BLOCK, BLOCK,  
BLOCK, BLOCK  
**Stage Fatality**  
Down, Forward, Down, For-  
ward, LOW PUNCH

**Friendship**  
Forward, Forward, Down, For-  
ward, HIGH PUNCH  
**Babality**  
Down, Down, Down, Back,  
HIGH KICK  
**Animality**  
In close, RUN, BLOCK, BLOCK,  
BLOCK, BLOCK



**ANIMALITY**

## KUNG LAO



**FATALITY 1  
(SPIN)**

**Fatality 1 (Spin)**  
BLOCK+RUN, BLOCK+RUN,  
Down  
**Fatality 2 (Hat)**  
At sweep distance, Forward,  
Forward, Back, Down, HIGH  
PUNCH  
**Stage Fatality**  
Down, Down, Forward, For-  
ward, LOW KICK

**Friendship**  
RUN, LOW PUNCH, RUN, LOW  
KICK  
**Babality**  
Down, Forward, Forward, HIGH  
PUNCH  
**Animality**  
In close, RUN, RUN, RUN, RUN,  
BLOCK



**FATALITY 2  
(HAT)**

## KABAL



**FATALITY 1  
(INFLATE)**

**Fatality 1 (Inflate)**  
At sweep distance, Down,  
Down, Back, Forward, BLOCK  
**Fatality 2 (Shriek)**  
In close, RUN, BLOCK, BLOCK,  
BLOCK, HIGH KICK  
**Stage Fatality**  
BLOCK, BLOCK, BLOCK, HIGH  
KICK

**Friendship**  
RUN, LOW KICK, RUN, RUN,  
Up  
**Babality**  
RUN, RUN, LOW KICK  
**Animality**  
In close, hold HIGH PUNCH,  
press Forward, Forward, Down,  
Forward, release HIGH PUNCH



**ANIMALITY**



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CIRCLE #111 ON READER SERVICE CARD.

# IT'S A (VIRTUAL) BOY!

**C**ompared to all the pre-release hoopla surrounding Sony's PlayStation and Nintendo's Ultra-64, hype for Nintendo's Virtual Boy has been, well, virtually nonexistent. In past months, only industry professionals and members of the press have been able to form any firm opinions about the long-awaited 3-D game system. But now that the Virtual Boy is popping up in stores around the country, its popularity among consumers will finally be put to the test. A year from now, the system could either be as big as Game Boy, or relegated to the realm of laughable memories alongside Sega's Activator. (Remember that?)

Like Game Boy before it, Virtual Boy is a self-contained cartridge console system—no television monitor is required. Instead, players look directly into a stereoscopic viewer mounted on a stand, and control the onscreen action with a separate handheld controller. Two LED video screens and precise optical mirrors combine slightly different images to create the illusion of a 3-D field of gameplay. The concept is similar to that employed for decades by View Master viewers, but of course in this case the images are always moving and are fully manipulatable.

So what's the catch? Unfortunately, there are many. Despite its 3-D capabilities and headset-like appearance, Virtual Boy is not a virtual reality system. The viewer isn't intended to be worn on a headset, and onscreen images don't track in response to movements of a player's nape. To play a game, it's necessary to set up the system on a table, and look into it while leaning over slightly. After playing through a couple levels of any game, this position becomes quite uncomfortable, unlike past games displayed on television monitors. It's nearly impossible to sit back and relax while playing on the Virtual Boy.

The system's dual-headed controller is among the most comfortable and clever yet to be designed for any system. But because it's impossible to refer to the controller during gameplay, it's all too easy to forget which button is which. We don't have any problem with learning a basic hand-eye coordination, but this is ridiculous.

Virtual Boy imagery is portrayed in only two colors, black and various shades of red. While this looks quite impressive on games with vector graphics, most of the sprite-based games we've seen look like little more than 3-D Game Boy titles. Of course, this might not be a problem, for the most

part, people weren't particularly bothered by Game Boy's lack of multi-hued coloring.)

Finally, for all of Nintendo's talk of the Virtual Boy being a 32-bit system with high-speed rise-processing, games have thus far exhibited little to show off the console's supposed enormous power. We had hoped to see games which were at least on par with those for the SNES, but in its gameplay and limited variation among levels, Virtual Boy has far more striking similarities to Game Boy. Its graphics, despite being in 3-D, feel consistently emare, and its sound effects, despite being in stereo, are on the level of 8-bit games. C'mon, Nintendo, where's all that memory going?

Still, the uniqueness of the Virtual Boy cannot be denied, and that uniqueness may well be enough to make these units fly off the shelves. With only a few more modifications to its hardware and software, Virtual Boy could easily set high standards for a new type of videogaming experience. Win or lose for Nintendo, we're all anxious to see what the next year brings for this ambitious, if flawed, system.

by the Staff of VideoGames



# THE VIRTUAL BOY GAMES

As every gamer knows, the real test is the games. The staff got their hands on five titles for a test drive. The comments below reflect the general feeling of the staff as a whole. While Game Boy was laughed off initially, once titles like Tetris, Faceball, Super Mario Land, Link's Awakening hit the shelves, the platform became great portable fun. New titles like Donkey Kong Land, Space Invaders, Donkey Kong and the arcade classics series are set to sell a whole new generation on Game Boy. Virtual Boy needs just a few good games to become the next big thing. Are any of the games below sure-fire system sellers? Read on and see for yourself.

**RATING SCALE** 1-10 with 10 being a perfect score and 1 being, well, crap.

## RED ALARM



**DESCRIPTION:** You pilot a ship through high-tech caverns and blow approaching targets to smithereens.

**HIGH POINTS:** The crisp vector graphics are reminiscent of such great arcade classics as Tempest and Star Wars. Plays like a vector-based version of Starfox.

**LOW POINTS:** Multiple weapons are difficult to handle with accuracy, overlapping lines lead to objects blending together and getting "lost."

**3-D EFFECT:** Negligible. The strogest 3-D effect is created simply because the lines converge to a vanishing point, a technique which also works in 2-D games.

## TELEROBXER



**DESCRIPTION:** FIRST-PERSON BOXING.

**HIGH POINTS:** SORRY, NONE HERE.

**LOW POINTS:** MINIMAL SKILL OR STRATEGY REQUIRED. JUST PUNCH, PUNCH, PUNCH.

**3-D EFFECT:** INEFFECTIVE. SUPER PUNCHOUT FOR THE SNES WAS MUCH BETTER.

## GALACTIC PINBALL



**DESCRIPTION:** PINBALL WITH A SPACE-AGE HOCKEY PUCK INSTEAD OF A BALL.

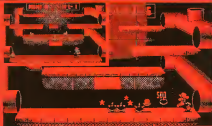
▷ 3

**HIGH POINTS:** FLAWLESS PINBALL ACTION, MULTIPLE MACHINE STYLES, GREAT MULTIPLE LEVELS IN 3-D.

**LOW POINTS:** NEAR PINBALL IS A LOT MORE ENTERTAINING.

**3-D EFFECT:** EXCELLENT. THE TOP OF THE MACHINE SEEMS TO RECEDE INTO SPACE, AND THE "BALL" GETS BIGGER AND SMALLER DEPENDING UPON ITS LOCATION.

## MARIO CLASH



**DESCRIPTION:** LIKE THE ORIGINAL MARIO BROS. WITH A THIRD DIMENSION ADDED, CHARACTERS MOVE NOT ONLY UP, DOWN, LEFT AND RIGHT, BUT AWAY AND TOWARDS, AS WELL. BASICALLY THIS IS A QUAD-SCROLLER.

▷ 5

**HIGH POINTS:** PLAYS AT LEAST AS WELL AS THE ORIGINAL, AND WITH THE NOVELTY OF AN EXTRA PLANE OF MOVEMENT.

**LOW POINTS:** BEEN THERE, DONE THAT.

**3-D EFFECT:** THE BACKGROUNDS ARE EFFECTIVE, BUT THE MOVING CHARACTERS LOOK LIKE PAPER-THIN CARTOONS AND HAVE NO DIMENSION OF THEIR OWN.

## MARIO'S DREAM TENNIS



**DESCRIPTION:** TENNIS WITH YOSHI, MARIO AND COMPANY.

▷ 9

**HIGH POINTS:** THE THIRD PLANE OF MOVEMENT LENDS ITSELF WELL TO THE GAME OF TENNIS. THIS IS THE BEST OF THE VIRTUAL BOY GAMES WE'VE SEEN SO FAR.

**LOW POINTS:** IF ONLY IT WERE IN FULL COLOR. AS IT IS, IT LOOKS LIKE ALL OUR LITTLE NINTENDO FRIENDS ARE PLAYING TENNIS IN THE VERY BOWLS OF HELL.

**3-D EFFECT:** VERY GOOD. THE CHARACTERS ARE FLAT, BUT THE BACKGROUND SCROLLS WELL AND IT'S ALWAYS EASY TO TELL EXACTLY WHERE THE BALL IS.



# Yo, boy— **GET VIRTUAL**

## Nintendo and VideoGames Magazine present the **VIRTUAL BOY SWEEPSTAKES**

*Two-Dimensions is for suckers. Enter a 3-D world with a Virtual Boy compliments of Nintendo and VideoGames Magazine. The Grand Prize winner not only gets the Virtual Boy system itself, but FIVE stomach-churning 3-D cartridges, including Red Alarm, Mario Clash, Telero Boxer, Galactic Pinball and Mario's Dream Tennis. Once you look into the Virtual Boy and experience its one-of-a-kind play action, there'll be no turning back. (Remember to dispose of your old two-dimensional consoles in a responsible manner, okay?) All you need to do is pick up a pen and send us a virtual postcard. And hey—don't forget the virtual stamp.*

### **GRAND PRIZE**

*A Virtual Boy System plus 5 Games!*

### **15 FIRST PRIZES**

*A Virtual Boy System!*

### **50 RUNNERS UP**

*Each get a SPECIAL Virtual Boy prize!*



#### **TO ENTER:**

*Send a postcard (no envelopes, please!) with your name, address and age to:  
Virtual Boy Contest c/o VideoGames  
PO Box 17379  
Beverly Hills, CA 90209-3379*

*Entries must be received by October 15, 1995. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.*

**ELIGIBILITY:** Contest is open to residents of the United States and Canada. Employees of Nintendo of America Inc., its affiliates, subsidiaries, participating retailers, advertisers/promoters/publicity agencies, L.E.P., Inc., printing suppliers and the immediate families of each are not eligible. Contest void where prohibited, restricted or taxed by law. Contest subject to all Federal, State and local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners. Winners will be announced in the 196 issue of Videogames.

# ATARI EXPLODES

## WITH FUN N' GAMES

**O**n Tuesday, June 20th, Atari invited select members of the gaming press to get an advanced look at their hottest games for the fall. The line-up looked impressive and we also learned the best news yet—a firm release date for the **Jaguar CD**. By the time you read this, the Jag CD should be on its way to stores. The Jaguar CD will only cost \$149 and come packed with three pieces of software—**Vid Grid**, **Blue Lightning** and a bonus CD of music from **Tempest 2000**. (The Tempest CD is also a great opportunity to try out the Virtual Light Machine that comes with the hardware. The lights show is so stunning, it's like having a rave right in your own home.)

Atari's strategy to win the next generation platform wars was outlined by new Senior Vice Prez of Marketing, Deen Fox. The basic plan of attack is price. A Jaguar is now only about \$150 bucks—so for just over a hundred bucks, you get 64 bits of power. Try playing **Boom** with the speed the Jag is capable of on anything less than a \$3,000 Pentium computer and you'll see why price is important. The Jag delivers for the cost—plain and simple. (In fact, I own one and it's hooked up to surround sound speakers—which I actually regret because I nearly had a heart attack playing **Alien Versus Predator**, but that's another story.) A lot of people can't afford to pay 300-400 dollars for a game machine. The strategy is sound but the key is the games, so here's the scoop on what you'll be seeing in the next few months. The line-up is amazing—and I can't wait to connect the affordably modular Jaguar CD to my Jag.

### Spacewar 2000

A first-person perspective adventure in a world of outer-space knights in shining armor. Now you can tell your friends that intergalactic joust is finally making a comeback.



### Rayman

This is just a great game on any platform. Rayman is original, innovative and a character that should win over gamers everywhere. (He's also a close personal friend.)



### Thea Realm Fighters (Jag CD)

Play as one of twelve fighters and defeat sub-bosses and secret characters in this bloody tournament. Defeating SurRaider, the powerful being from another dimension, is the perfect way to spend a relaxing evening defending the planet Earth.



### VidGrid



### Varuna's Forces (Jag CD)

An action/strategy with elements of shooters, this is your opportunity to travel the stars in search of adventure.





### Max Force

(Jag CD)

Imagine a 3-D Doom-style shooter with Nerf weapons. Yes, Nerf weapons that fire at robots. The ammo is retrievable for reloads in this action title.



### Commander Blood

(Jag CD)

A great 3-D shooter with obvious influences from Wing Commander III. Travel through black holes and fool your enemies by taking on the persona of a frozen meat salesman or an interplanetary rock star.



### Black Ice/White Noise

(Jag CD)

Originally entitled Chaos Agenda, this 3-D adventure game will give new meaning to the word "Cyber."



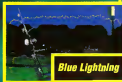
### Flashback



### Power Rally



### MYST

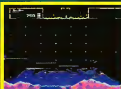


### Blue Lightning



### Primal Rage

## The Past Meets the Future



### Defender 2000

This is game designer Jeff Minter's baby (the carbon-based lifeform behind T2000) and the game is set to dethrone Tempest 2000 as one of the Jag's best. The original game is there, as well as Plus and 2000 versions. The photos you see here are from Defender Plus and they don't even begin to show the speed at which this game runs. Defender 2000 will have a playfield larger than your screen can handle and 3-D texture-mapped terrain.



### Breakout 2000

Imagine a 3-D version of Breakout. Well, don't waste your time thinking about it, just look at the picture. The addictive gameplay is there as well as improved sound, graphics....well, you know the rest.

# PREVIEW

## SATURN

**Publisher:** Sega

**Developer:** NovaLogic

**Size:** CD

**Players:** 1

**Available:** September

# BLACK FIRE

**F**ire up that Wagner CD. *Blackfire* for the Saturn is coming and if you're a fan of aerial combat simulators, this might be right up your alley. You play a helicopter pilot and, as the pilot, you'll get to blow up things. Developed by the same team that created *Comanche* for the PC, this first-person shooter offers a handful of difficult missions that only the most skilled pilot will be able to complete successfully.



Developed by the same team that created *Comanche* for the PC.



Big brother, with bigger guns.



Head-on action with a Comanche is not what you want.



It's not just about the gun, it's about the pilot.



The game is a first-person shooter, not a third-person shooter.



In the '90s, there was *Blue Thunder*. Now, there's *Black Fire*. Who comes up with these names?



# SATURN

# PREVIEW

It's the future. A race of humanoids called the Ghen has just fought a devastating intergalactic war with a rival race. Retreating into the far reaches of the galaxy, they come across a planet called Earth. Their advanced technology and vast medical knowledge make them welcome guests and both races live in peace and harmony. All's well until a mining colony of Ghen and humans is attacked. This first-person shooter places you inside a huge mech which looks remarkably similar to the cargo-lifter in the movie *Aliens*.



**Publisher:** Sega

**Developer:** Jumping Jack

**Size:** CD

**Players:** 1

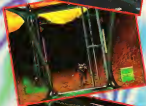
**Available:** October



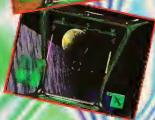
It's Jupiter's moon, Titan, and it's under attack.



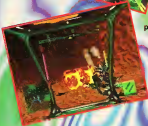
Don't let the aliens entrench themselves too deeply.



Walk through valleys of rock, eliminating the alien presence.



Doesn't the moon look beautiful tonight, huh?



Your 'mech packs state-of-the-art firepower. How many times have you heard that before?

# PREVIEW

## PLAYSTATION

**Publisher:** Psygnosis

**Developer:** Psygnosis

**Size:** CD

**Players:** 1 or 2 players

**Available:** Fall

# Wipeout

Do we really need another futuristic race game? Perhaps, if it's done really well. *Wipeout*'s numerous tracks feature all the standard features (power-ups, hairpin turns, tunnels) as well as a few that take advantage of your vehicle's ability to hover (vast chasms to jump). The game's 30-frame-per-second movement and *Ridge Racer*-like backgrounds don't hurt either. From what we've seen, Psygnosis seems to have nailed perfectly the feel and handling of a race-ready hovering aircar. We've never driven one in real life though, so we could be wrong.



If you accidentally fly into a chasm, a rescue vehicle hovers in to lift you to safety.



Why, of course it has a tunnel sequence.



*Wipeout* is one big ad for Psygnosis and Sony. Check out the nifty billboard.



A stick opening shows your craft being outfitted.



Lots of track elements, like this bridge, really take advantage of *Wipeout*'s 3-D potential.



Jumpin' the canyon. Yee-haw! Them damned Duke boys!



Hmm...wonder what company makes *Krazy Ivan*?

# PLAYSTATION

# PREVIEW

**T**he Raven Project is the latest in a long line of cockpit shooter games that portray the future Earth as a bleak, alien-conquered wasteland. This time around the aliens are called the Armids, and it's up to you to board your spaceship, infiltrate the heart of the invading fleet and inspire the rest of humanity to fight back. The game's designers plan to take full advantage of the PlayStation's by featuring an intricate back-story and real-time combat scenarios set both in space and on the planet's surface.



**Publisher:** Mindscape

**Developer:** Mindscape

**Size:** CD

**Players:** Unknown

**Available:** Fall

Some missions take place in downtown city areas. Watch out for panhandlers!



Some missions take place in downtown city areas. Watch out for panhandlers!



Go ahead, Mech my day!



Just what this world needs, another cute robot sidekick.



You think that helmet makes you look tough? Well, it does.



The future looks bleak—surprise, surprise!



I was your Take hint from your robot buddy—if you want to live!



# PREVIEW

# PLAYSTATION

**Publisher:** Sony Imagesoft

**Developer:** SingleTrac

**Size:** CD

**Players:** 1 or 2

**Available:** November



**R**emember the high-tech plane the Colonial Marines combat-dropped from their mothership in the movie *Aliens*? It's likely the aircraft in *Warhawk* was based on that very ship. This looks to be one heck of a good flyer. There are no tracks, only full 3-D movement, and your mean-looking Warhawk attack plane is highly maneuverable and armed to the teeth with enough weaponry to take out foes on the ground and in the air. Multiple viewpoints will be offered, from cockpit to "Enemy Cam," plus two players can play cooperatively.

Yet another game paying homage to the reactor attack in *Return of the Jedi*.



This castle moat attack sequence is one of the game's niftiest.



No restrictive tracks means you can dive down through these clouds if you want.



Your ship's missiles leave realistic tracers after they're launched.





The ultimate RPG strategy video game is just around the corner. Warhammer, the popular RPG from Britain, will be available late this year for the Sony PlayStation. Warhammer contains some of the most mind-blowing graphics ever seen in a game (much less an RPG) plus incredible depth of play. Warhammer is sure to send RPG-heads into a frenzy. The story is an epic one: humans and elves clash with ogres and goblins over control of the world. Choose sides and join the struggle in this completely revolutionary 32-bit RPG.

# PLAYSTATION

## WARHAMMER

# PREVIEW

**Publisher:** Mindscape

**Developer:** Mindscape

**Size:** CD

**Players:** 1-2

**Available:** December



Journey to a mystical land.



Things that go bump in the night.



What do you want?



The most amazing graphics ever seen for an RPG.



Here is one of the many warriors you'll meet on the field of battle.



Icon-based gameplay makes interface easy.



# PREVIEW

**Publisher:** Sony Imagesoft

**Developer:** Sony Imagesoft

**Size:** CD

**Players:** 1 or 2

**Available:** September

# PLAYSTATION

## ESPN EXTREME SPORTS

For those who want all the thrills of "extreme sports" without the broken bones and brain damage, relief will soon arrive in the form of this PlayStation title. After choosing a character and outfitting them with the latest equipment, players compete in a number of downhill-type challenges including in-line skating, skateboarding and mountain biking. Gameplay is of the racing variety, but instead of cars, you weave through six courses with overly stable human beings. In most cases, lots of jumping is necessary to avoid painful simulated crashes.



Split-screen viewing allows two players to compete directly with one another.



Hangin' out in the selection room.



Don't bail or you'll get some nasty virtual scabs.

# PREVIEW

**Publisher:** Sony Imagesoft

**Developer:** SingleTrac

**Size:** CD

**Players:** 1 or 2 (competitive)

**Available:** November

# PLAYSTATION

## TWISTED METAL

If you think driving games are getting too violent, *Twisted Metal* probably isn't for you. The rest of us, however, are looking forward to car-to-car combat on the streets of Los Angeles. Guns, rockets, and bombs are at your disposal as you try to emerge victorious in this ridiculously brutal combination of *Ridge Racer* and *Doom*. Of course, if you'd rather get up-close and personal with your opponents, you can corner them on a rooftop and run them off the edge. Grrr!



At last, a chance to drive an ice cream truck from Hell!



The game takes place on the streets of Los Angeles—including these usually serene suburbs.



Like some other Imagesoft games, *Twisted Metal* offers split-screen competition.



You'd better remember to tip this guy.

## PLAYSTATION

## PREVIEW

The half-human, half-alien heroine of *Harbinger* looks to have been inspired by the works of Alien artist H.R. Giger. Her mission to stop an invasion force of alien predators is displayed in 360 degrees from a slightly above-ground viewpoint. The game will utilize newly-developed Mindscape technology which will create amazingly lifelike 3-D images based on models brought to life through motion capture technology. Looks like *Zombies Ate My Neighbors* on steroids!

## HARBINGER

Publisher: Mindscape

Developer: Mindscape

Size: CD

Players: 1

Available: 1996



## PLAYSTATION

## PREVIEW

The PlayStation's 3-D graphics could be pushed to the limit by this racing/combat simulator. In *VMax*, players zoom their airships through a nasty-looking futuristic world where the residents are just as likely to fire off cannons as honk their horns. The motion is sure to be fluid and of rollercoaster intensity, but from what we've seen, this game looks a heck of a lot like *Psygnosis' Wipeout* (see preview this issue). It'll be interesting to see how the two fast-moving cockpit shooters compare in their final forms.

## VMAX

Publisher: Mindscape

Developer: Mindscape

Size: CD

Players: 1

Available: Fall



# PREVIEW

## GENESIS 32X

**Publisher:** Interplay

**Developer:** Blizzard

**Size:** 16 Meg

**Players:** 1

**Available:** October



**Y**ou are Kyle Blackthorne, biker, drifter and savior of an alien race of people called the Androthi, in this new version of the PC and SNES hit game. In *Blackthorne* you are transported to an alien world of catacombs and you must use your trusty shotgun (and various other weapons) to free your people from the orc-like minions of Sarlaac. Travel around sumptuous looking caves and blow bestial looking adversaries into bloody, messy pulp. *Blackthorne* is pure excitement and challenge with a healthy dose of carnage for spice.



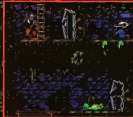
Hide in the shadows to avoid enemy bombs.



It's challenging, engaging, and has a password feature: it's great!



Dead, dead, dead. It's a dead Kyle Blackthorne.



The world of *Blackthorne* is a sumptuous feast for your ocular orbs.



*Blackthorne* shows just what the 32X can do.



The prisoners give you clues as well as their philosophies of life.

**T**here's the Judge Dredd, then there's the G Police. In the future, law and order are on the threshold of a total breakdown. You play a cop, equipped with a gyrocopter, who blasts his way through a *Blade Runner*-esque cityscape. This mission-based shoot-'em-up features incredible 3-D graphics and some juicy butt-kicking for you violence-mongers out there. *G Police* is just one of the stellar range of new games that Psygnosis will be releasing for the Playstation.

# PLAYSTATION

## G POLICE

# PREVIEW

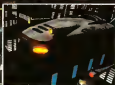
**Publisher:** Psygnosis

**Developer:** Psygnosis

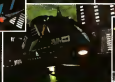
**Size:** CD

**Players:** 1

**Available:** December



Just the facts, ma'am



**N**ow you can have *Pitfall* for your 32X. Activision has decided to ease the pain of 32X owners by giving them a game worth playing. In addition to some real purty graphics (upgraded from 64 to 256 colors) Three levels only seen on the Sega CD version have been added. If you don't already know (which would make you an idiot), *Pitfall: The Mayan Adventure* follows Harry Jr. on a quest to find his father, Harry.

# 32X

## PITFALL

# PREVIEW

**Publisher:** Activision

**Developer:** Activision

**Size:** 16 Meg

**Players:** 1

**Available:** September



Enhanced graphics make this version look amazing.



RUN GO



KAYIN



AKIRA



ELLIS



**B**attle Arena Toshinden is here! You've seen Virtua Fighter for Sega Saturn, now feast your eyes on the Playstation's first attempt at a 3-D fighting game.

I've been playing this game for about six months now and let me tell you, it still keeps me playing. It can be summed up as an advanced Weapon Lord. Each character comes equipped with one or other particularly nasty armament, whether it's a stone club, sword or pike. Add 30 frames per second of animation and a fully three-dimensional arena, and what you have is the best fighting game to date.

There are eight characters to choose from, all equipped with their own weapons and styles of fighting. Also, each character has a desperation move that will prove devastating to his or her opponent if pulled off successfully. To learn these desperation moves, though, you must complete the whole game and defeat Gaia.

The coolest characters are definitely Mondo and Eiji, whose combos and special moves can inflict terrible damage. It is also these two that have the most powerful desperation moves. But, all of the characters in this game are great—even Sophia, who looks like a Baywatch regular totting a bullwhip.

Battle Arena Toshinden will forever change the way you look at fighting games (at least until you see Tekken in a few months). It's exciting to see where the next level of gaming platforms is taking us. Just think, this game is being released in the early months of Playstation's existence. What will we be seeing two years from now?

—Geoff Higgins

## BREAKDOWN ▼

## GRAPHICS

Smooth polygon graphics.

## SOUND / MUSIC

Great soundtrack and sizzling noises.

## PLAYABILITY

It doesn't get much better than this.

OVERALL RATING ▶

EXCELLENT  
9

JURY'S CHOICE



# PLAYSTATION

SONY



PHONE

(800) 345-SONY

DEVELOPER

TAKARA

SIZE

CD

PLAYERS

1-2



DUKE



MONDO



FO

## EDITORS' RATINGS

**GABE** 10

The most exciting and innovative game ever made.

**CHRIS R.** 9

Pushes the hardware further than any PlayStation game yet.

**CHRIS G.** 8

I like the control of the 3-D space, but I prefer Tekken.



Geis is the mean mother you must defeat in order to be crowned winner.



SOFIA

# "THE FUTURE OF FIGHTING GAMES IS HERE."

**GRAPHICS** 10  
Only the arcade's Sega Rally can compare

**SOUND/MUSIC** 10  
Don't like the techno music? Put it on your own!

**PLAYABILITY** 9  
Each of the 13 cars has its own quirks

**OVERALL RATING** **10**  
playlife



While the game loads, you can play this neat little Galaxian game.

NOW LOADING!

PRODUCED BY

**namco**

PHONE

(425) 696-1688

DEVELOPER

**NAMCO**

SIZE

**CD**

PLAYERS

**1**

**A**fter years of driving games which all looked, played and sounded essentially the same, Namco's Ridge Racer finally ups the ante to an exciting new level. Short of controllable live-action video, holography or neural implants, it's hard to imagine how simulated racing could get much better than this.

The PlayStation's processing power allows 30 images per second (a rate greater than motion pictures) to be molded into a feeling of zooming movement that simply is not present in Ridge Racer's closest competitor, Daytona USA for the Saturn. The extensively detailed, polygon-structured cars look equally good from every angle—important, since hilly terrain keeps the up/down movement almost as extensive as the left/right movement. The scenic backgrounds continuously rebuild themselves at a barely noticeable rate, and added touches like an ever-present news helicopter, overhead bypasses and readable billboards show off the design team's careful attention to detailed realism.

Amazingly, the near-perfect graphics are balanced off by perfect gameplay. The interface between player and game is surprisingly unobtrusive, so you'll tend to forget you're manipulating a directional pad and buttons, not

a steering wheel and pedals. And though there are only a few tracks to conquer (at times, memorizing the locations of specific turns and twists is more important than skillful driving), gameplay is hardly hindered, thanks to a wide variety of vehicles. The skilled Ridge Racer player has access to 13 cars, each of which handles differently in terms of speed, acceleration and grip.

The acceleration noises, screeching skids and related sound effects are as good as those in any driving game. Ridge Racer's audio really excels "due to its soaring techno score, which is easily as good as any music one would hear out at a trendy dance club. But hey, if the music bugs you, just take advantage of one of the PlayStation's coolest features: after the game is loaded, remove the game, throw in your favorite audio CD, and the PlayStation will mix your music with the game's sound effects."

In Wipeout and other such upcoming PlayStation titles, Ridge Racer's influence on the gaming world is already being felt. Atari's Pole Position defined the driving simulation standard for over ten years. Now, with Ridge Racer, the torch has been passed to a new generation of games.

—Dan Vebber

**"It's hard to imagine how simulated racing could get much better than this."**

The Viewport can toggle between the driver's seat and slightly behind their car.

**EDITORS' RATINGS** ▾

**CHRIS G.** 10

The control is absolutely perfect

**GEOFF** 9

The handling is top-notch. You'll think you're really behind the wheel.

**GABE** 7

Much better graphics than Daytona, but with less variety



If you think the game looks good in these shots, imagine how much better they look racing by at a rate of 30 frames-per-second.



After each race, movie-style replays are displayed from multiple viewpoints.





# TRAPKLED

## BREAKDOWN ▼

## GRAPHICS

Not quite up to Ridge River standards, but OK

## SOUND/MUSIC

Great music and effects.

## PLAYABILITY

Simple, straightforward, challenging.

**OVERALL  
RATING▶**

**"All sports should be like Cybersled,"**

Cyberiad was a smash in the arcades and now it's ready to be played out like a sucker on your Sony Playstation. Not only is it a fairly accurate port of Namco's futuristic simulation of soldiers battling in 'mechs for cash, it has a few new options to satisfy your insatiable little hearts.

The year is 2067 and you are competing in the world's deadliest sport; the waging of war in fancy-looking death machines is all the rage.

Cybersied allows you to do battle as one of eight different warriors intent on gaining cash and fame while making sure your opponents get completely melted into the superstructure of their vehicles.

At the beginning of a match you and your opponent are at opposite ends of a playing field littered with columns and bonus power-ups. Once the match starts, it's a mad rush around the arena, dodging your opponents'

projectiles, hiding behind cover, and picking up shields and new missiles.

Each of the eight 'mechs has its own advantages and disadvantages. Some are heavily armored and have devastating missiles, yet are slow; others are agile and quick but are lacking in the firepower department.

Cybersled is simple in concept, yet deft in execution. The graphics are incredible (In fact, you can choose between two graphics modes: the original arcade look and the new texture-mapped graphics) and it's easy to pick up, yet hard to beat: the game is so fast-paced you might be dead before you know it! Skill comes with time, though.

Many games don't have much replay value, but *CyberSled's* two-player head-to-head mode guarantees hours of brutal action. While it isn't quite the experience that Atari's similarly themed *T-Mek* is, it's still quite a game and a worthy addition to your Playstation library.

—Gabe Soria

**NAMES**

PHONE

(408) 922-0712

DEVELOPER

**NAMCO**

SIZE

20

## PLAYERS

1 OR 3

## EDITORS' RATINGS

NETTV

I didn't enjoy the PlayStation version as much as the arcade. It gets boring too fast.

**CMDIS G.**

This is a perfect arcade translation that just doesn't work at home. I guess sitting in that chair at the arcade really added to the experience.

Toggle between two different views to fully experience futuristic combat.

A long time ago, in a galaxy far, far away...Oops, wrong game, but it sure looks like *Star Wars*. *Starblade Alpha* is yet another *Star Wars* rip-off that has you blasting spaceships out of the sky as you make an assault on a huge mechanized planet—complete with a trench that runs the circumference of the planet surface. This isn't actually a bad thing, though. If you're going to rip off a concept, it might as well be *Star Wars*.

*Starblade Alpha* is a track shooter which has you taking on an alien force that's attempting to conquer your planet. You will be flying against huge space carriers, battleships and single-man fighters. Push your way through the outer defenses and you'll earn a chance to take on the mechanized planet. Rupture the core, and the station is destroyed. Now you must face off against the "octopus" in a fierce fight.

Sounds like a short game, doesn't it? If you think so, you'd be right. I was able to play through *Starblade Alpha* in less than an hour! What's even stupider is that the game allows you to continue repeatedly despite its extreme brevity.

On the up side, this game is beautiful to look at. It plays very smoothly and there's always a lot going on to keep you busy. Unfortunately, the length and the fact that it's on a track are two problems that are too big to get around. This is a game that I would only be able to recommend as a rental.

—Geoff Higgins

## BREAKDOWN

### GRAPHICS

The sky is ablaze with activity.

### SOUND/MUSIC

Hear chatter from your wingman.

### PLAYABILITY

So short it's ridiculous.

## OVERALL RATING

OKAY

5

VIDEO GAMES

65.00 min

88.00 min

30.00 min

30.00 min

30.00 min

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30.00 min

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## EDITORS' RATINGS

### DAN

The strict track to winning, and it's far too blatant a copy of *Star Wars*.

### NETTY

This game is way too short. A shoot-'em-up without a lot of innovation.



**I**n a word: Gorgeous. Astar has the distinction of being the first truly beautiful game for the Sega Saturn. While it's just a simple platform game, all of its parts combine to make a truly playable game that's also a joy to look at.

You are Astar, and your job is to save your world, a world made up of crystals. In an amazing animated introduction you learn of your quest, then it's down to business.

The first thing you notice about

Astar is that there are so many colors on the screen at one time. Those of us who are used to the idea that "Sega = bad color" have a pleasant shock in store. The screen is literally filled with beautiful rainbow-like colors.

I may sound a bit corny here, but it just blows your mind. Seriously. The second thing you notice about the game is its resemblance to old Disney cartoons, not in character design, but in its 3-D design. There are distinct planes of action which make it look like a storybook come to life. Instead of seeming a little bit old fashioned, it's a breath of fresh air.

Play is similar to many platform games before it. Basically Astar moves through these worlds from left to right, constantly besieged by ene-

mies. The designers seem to have acknowledged the limitations of the genre by making sure that the character design was as surreal as possible. Check out the flying swarms of eyeball bats in the cave stage, or the crystal archers which pop out of the ground, as examples of some of the less surreal characters.

As a bonus, Astar has a bird buddy who helps him out along the way. In a two-player cooperative mode the second player can play as the bird. Nifty and helpful at the same time.

You might have tired of Clockwork Knight by now, and if so, check out Astar, a truly beautiful game that makes it worth spending a lot of time on your Saturn. Kids will enjoy it for its cuteness and older players will dig the challenges and surreal qualities.

—Gabe Soria

**SEGA**

PHONE

(800) USA-SEGA

DEVELOPER

SEGA

SIZE

CD

PLAYERS

1 OR 2



## BREAKDOWN ▼

### GRAPHICS

A delicious 3-D feast for the eyes

**SOUND / MUSIC**

Effective, understated music. Fantastic sound

**PLAYABILITY**

It's a platform game, but with class

**OVERALL RATING**



**"An amazingly beautiful platform adventure."**



Tread carefully among the crystals and use your attacks on multiple opponents

## EDITORS' RATINGS ▼

**CHRIS G.** 6

The graphics are pretty but this is nothing new

**GEOFF** 6

Beautiful, but like Nicole Eggert there's no substance.

**BETTY** 5

Not much excitement. Pretty standard platform game



The baby-snatchers.



The first *Super Mario World* game for the Super NES was so amazingly fun that it could practically produce something akin to epiphanies within its players. I assume that all who've played *Super Mario World* would agree that it sets a standard for outstanding gameplay.

If *Super Mario World* sets a standard for outstanding gameplay, *Super Mario World 2: Yoshi's Island* has no problems upholding and perhaps even surpassing that standard. Yes, Yoshi fans will be glad to find that Yoshi is the big star in this sequel to *Super Mario World*. Though an integral part of the first *Super Mario World* game, Yoshi never had as much responsibility as he does in *Super Mario World 2*.

It's a platform game. The objectives are two-fold. The first objective is to complete each level in order to progress to the next. Avoid certain hazards like falling off of cliffs or into molten lava. It sounds pretty basic, but the dynamics of the gameplay vary and prove to be much more interesting than most platform games. There are almost 100 levels in all. And the levels aren't so similar that they're not discernible from each other, as is the case with many platform games. In fact, the gameplay can differ quite drastically from level to level.

Some of my favorite levels were those which featured "forced scrolling," in which the screen moves without you controlling it—and you'd better move your butt or you'll get pushed off the screen. "Forced scrolling" has been featured in several previous Mario games too.

Of course, bonus levels always make things exciting. You know how it works—jump into one of those green pipes sticking out from the ground, and you find yourself in a whole other "world." There are a few other levels to be found that aren't necessarily indicated by the big green pipe either. You'll have to find those on your own.

Every few levels a boss character appears, and you'll be glad to know it's usually a very large one. They really do live up to the name, "boss." The enemies are all compellingly cute. They're so cute



"Eggs pop out of Yoshi's butt!!!"



that it's good fun to kill them. You'll see everything from flowers to bugs to flying fish.

The second objective is truly brilliant. The player controls Yoshi, who must traverse each level while also protecting baby Mario. That's

right. Mario is a baby riding on Yoshi's back. Seeing Mario as a helpless little baby instills quite a sense of responsibility in the player. If Yoshi runs into one of the many aforementioned enemies, Mario will float away from Yoshi and the flying kidnappers will steal him. Once Mario has started to float away, Yoshi has a limited amount of time to retrieve him. You won't be able to play without finding yourself screaming, "My baby! My baby!" every time Mario starts to float away. There's no way you won't be able to notice once he starts to float away, because Mario will start to cry vehemently.

And wait until you see how Yoshi tends off those enemies. He actually devours them, and then they pop out of his butt in the form of eggs. The whole process is rather surreal. But a little gastro-intestinal action can really spice up the gameplay. He can also shoot those eggs at other enemies with the use of crosshairs that you, the player, control. It's really quite amazing. I loved it!

The graphics are stupendous. The backgrounds practically pop off the screen, and everything's eye-catchingly vibrant. The big clincher in this game is its use of the Super FX chip. A lot of it looks truly 3-D. Big, fat, wooden 3-D doors will fall on Yoshi if he doesn't watch out. Yoshi must also balance across huge, rolling, 3-D barrels in other levels. The use of the FX chip is subtle, but effective.

There isn't anything about this game that I didn't like. It was challenging, fun, and looked great.

—Betty Hallock

## BREAKDOWN

<b>GRAPHICS</b>	10
The backgrounds will stun you	
<b>SOUND/MUSIC</b>	10
Just wait until you hear baby Mario wailing	
<b>PLAYABILITY</b>	10
You'll be stuck to your TV set for months	

**OVERALL RATING** **10**  
*PERFECT*

## EDITORS' RATINGS

**CHRIS G. 10**

Play this one until SNK2 comes out, by then you might have forgotten it. And I mean "might."

**DAN 9**

Mario with much cooler graphics.

**CAGE 9**

Mario games have playability to spare and this is no exception.

## BREAKDOWN ▼

<b>GRAPHICS</b> You look like a total bad-ass.	<b>7</b>
<b>SOUND/MUSIC</b> Choices on its own mediocrity.	<b>5</b>
<b>PLAYABILITY</b> Plays a lot like Strider.	<b>8</b>

**OVERALL  
RATING ▶**

COOL

VICIOUS GAMES

There's something about games like this that keep you playing. They're neither revolutionary nor original, but for some reason, they're entertaining. Maybe it's the simplicity of the gameplay, or its familiarity. Either way, games like *Hagane* are always a success.

You play as a cyber-warrior who looks like he's right out of a *Guyver* comic. Armed with four different weapons, you move from screen to screen killing scores and scores of high-tech ninjas and mean beasts.

The action in *Hagane* is fast-paced, resembling the gameplay in such classics as *Contra 3: Alien Wars* and *Strider*. Toggle between your weapons frequently, for the outcome of any situation could depend on the weapon you're using. Get into the habit of using the jump button. If you hit the button a second time while you are in the air, your man will change direction and jump at a right angle, dropping you behind the enemy. This makes it a little easier to get an edge on your opponent.

Don't expect this game to be a piece of cake, because it's not. Charging into any location will get you killed quickly, since many of the foes you encounter will be jumping out from behind objects. One advantage, though, is that contact with the energy will not cost you life; only being hit by an enemy's weapon will do that.

*Hagane* is addictive. Like a *Contra* or a *Strider*, once you start playing, you'll find yourself compelled to keep going.

—Geoff Higgins

# HAGANE



**HUDSON  
SOFT**

PHONE

(415) 871-8895

DEVELOPER

Hudson Soft

SIZE

16 MEG

PLAYERS

1



"Games like this are  
always entertaining."



The hero sure looks a lot like The Guyver.



## EDITORS' RATINGS ▼

**BETTY**

Great shooting action. I had as much fun with this as any of the *Contra* titles.

**GABE**

A great action/platformer. Reminds me of a cross between *Contra Hard Corps* and the Japanese comic *Guyver*.

# BREAKDOWN ▼

## GRAPHICS

A bit on the undetailed side. Could be better.

## SOUND/MUSIC

Bruce sounds so cool when he yells!

## PLAYABILITY

Six-button controller works best for the Sega.

## OVERALL RATING ▶

**7**  
*fantasy*



# DRAGON

THE BRUCE LEE STORY

Some of you might be familiar with the Jaguar version of this game, which was released a few months ago and rated unfavorably by our own Jim Loftus. Being a Bruce Lee fanatic myself, I was prepared to hate the virtually identical SNES and Genesis versions of the game, but fortunately I found a lot to like.

Each game has a variety of modes that you can play in, including the one- and two-player story modes in which you battle opponents (and possibly each other) against the various major set-pieces of the film. For those of you who simply desire to fight, the one-, two- or three-player battle mode is perfect, especially since you get to choose the stage you fight on (I prefer the *Enter The Dragon* movie set myself).

In each stage of the story mode, you play as Bruce and must defeat one or two major opponents from that era of Bruce's life. For example: In 1961 Hong Kong you must overcome a chain-wielding navy soldier who's been mess-

ing with your girl; if you advance as far as the *Enter The Dragon* set, your opponent is Claw Man, a variation on the film's villain. Why does Bruce wear the same clothes in every stage, though? Just a little bit of historical inaccuracy on Virgin's part, I guess... although they may call it "historical streamlining."

Control is similar to your average fighting game, with a few differences. During a match you can collect special "Yin/Yang" symbols which power up your chi, or inner strength. When your chi gets powered up to a certain point, you can switch your fighting mode to allow you to do special combat moves, including using a Nunchaku! Right on. These variations—combined with the inherent

coolness of Bruce Lee—set *Dragon* apart from most fighting games, but also point out some of its flaws.

*Dragon's* main flaw is the fact that you can't be anybody but Bruce Lee. His film library has at least a dozen great characters that would have made excellent combatants. Imagine the possibilities: You and a friend could duel as Williams from *Enter The Dragon* and Kareem Abdul-Jabbar from *Requiem Of The Dragon*. Or how about having a variety of Bruces to play? I wouldn't mind playing Bruce as Kato from the classic TV series *Green Hornet*. Wouldn't you?

*Dragon* isn't going to set the world on fire, but it should have. Bruce Lee was one of the greatest stars of our time and this game is an admirable, if imperfect, tribute to his legacy. It doesn't pack as much action in as, say, *Street Fighter II*, but it's fun to play, and if you're a fan you'll enjoy this game.

—Gabe Soria

**"A Flawed, but enjoyable, Bruce Lee game."**



YOU WILL SEE THE HONG KONG...  
BUT YOU SEE IT IN A DREAM.



Bruce has a variety of special moves, including a bone-crushing face stomp.



## EDITORS' RATINGS ▼

**CHRIS E. 7**  
Surprise. Both versions are better than the Jaguar edition!

**DAN 7**  
It should have incorporated the movie's soundtrack.

**CHRIS G. 6**  
There should be a great Bruce Lee game, but this isn't it.

**Acclaim**  
ENTERTAINMENT SOFTWARE

PHONE  
(516) 624-8888

DEVELOPER

VIRGIN

SIZE

18 MEG

PLAYERS

1 TO 3



## PRIMAL RAGE

Humans: To the yo and root, watching the battle. Why not eat a few?

Armadillo plays hedgling.

TIME WARNER  
INTERACTIVE

PHONE

(408) 433-3999

DEVELOPER

PROBE

SIZE

16 MEG

PLAYERS

1 or 2

### BREAKDOWN

**GRAPHICS** Good for Genesis, but sloppy overall. 7

**SOUND/MUSIC** Mighty roars sound tiny and weak here. 6

**PLAYABILITY** Many combos are frustratingly hard to execute. 6

**OVERALL RATING** **A**

"IT'S HARD TO SCREW UP A GAME BASED ON SCREAMING, BATTLING DINOSAURS."

### EDITORS' RATINGS

**GEOFF** Prehistoric pugilists are the "7" thing nowadays.

**CHRIS B.** It's not bad. The basic elements of the coin-op are here.

**BETTY** Other versions are better. The sound effects are not too good.



No matter what the platform, every adaptation of *Primal Rage* has at least one thing going for it: It's really hard to screw up a game based on screaming, battling dinosaurs. Seeing living thunder lizards ripping each other limb from limb is, well, a downright primal experience for most any gamer. All the versions of *Primal Rage* are awesome on that gut level, but this Genesis adaptation falls flat compared to many of its peers.

For example, while the Game Boy and Game Gear versions were successfully scaled down to accommodate those systems' smaller memories and color capabilities, this Genesis offering tries far too hard—and ultimately fails—to emulate the arcade perfectly.

As in the arcade game, the seven gods of the new "Urth" are each represented here by a prehistoric beastie, and meet up to do battle for domination of the planet. But because of the monsters' jerky movements and limited animation, they don't possess the huge and lumbering feel that made the original game so effective.

The Genesis' relatively weak range of colors seems sadly

limited here, and in many cases the dinosaurs' colored skin tones seem to disappear into backgrounds of exactly the same shade. Overall, the creatures manage to appear flat and pixilated—the designers should have spent less time on the game's wannabe 3-D graphics and a lot more time working toward cleaner gameplay.

Many of the special combo moves are nearly impossible to execute, even on a six-button controller. Certain attacks are incredibly violent and silly, but more often than not they occur only by accident.

What hurts the game most of all, however, is its inferior sound. Earth-shaking thumps and hungry victory roars sound like little more than simply-looped sequences of buzzes and hisses when piped from the Genesis' sound chip.

These flaws are many, but the game concept is so solid, problems tend to be forgotten once play is begun. If only this Genesis version didn't have better-quality big brothers on the way for more powerful game machines, it would likely have come across as a much more impactful game.

—Dan Veber



THE  
BEST  
CENTURY  
MOST  
DANGEROUS  
COP

Play as  
Sylvester Stallone

## DEMOLITION MAN

**M**y initial reaction to the thought of playing *Demolition Man* for the Genesis was not especially good. The movie was released so long ago and I'd already played the 3DO version several months ago. I was pleasantly surprised.

I liked this version of *Demolition Man* as much as I liked Virgin's 3DO version. Of course, Acclaim's Genesis version doesn't look or sound half as good. But it's just as playable, if not more so.

You play as the Demo Man himself, John Spartan (Sylvester Stallone), called upon by the Los Angeles Police Department to retrieve the escaped murderer Simon Phoenix (Wesley Snipes). You get the picture. It's just like the movie.

The game begins in Los Angeles in the year 1996. You're transported by helicopter to the rooftop of an abandoned warehouse in which Simon and his colleagues are headquartered. This opening scene is really funny: It looks so bad it's entertaining. Anyway, the game starts out sort of like *Robocop* vs. *Terminator*. You run around shooting at anything that moves. And it's fun.

You have a lot of weapons at your disposal: handgun, shotgun, magnum, hand grenade, and flame grenade. You can also pick up med packs and mini packs that restore your life force, an extra life, body armor, or even infrared goggles.

Like the 3DO version, the gameplay varies throughout the game, although perhaps not as drastically. For example, once you enter Simon's headquarters, you will find yourself in a sort of labyrinth, from which you must rescue 30 hostages whom Phoenix has kidnapped. The overhead perspective makes for a pretty nice change.

The Monorail level is a whole lot of fun. Cryo-cons have taken over the San Angeles Public Monorail Transport Train #425. You have to make your way to the front car of the train and kill the Cryo-con driving the train.

Overall *Demolition Man* provides a lot of entertainment and action, even if it looks average.

—Betty Hallock

### BREAKDOWN ▼

**GRAPHICS** **6**  
Okay, but sloppy graphics.  
**SOUND/MUSIC** **6**  
I didn't like the music.  
**PLAYABILITY** **8**  
I could sit with it for a long time.

**OVERALL RATING** **8**

### EDITORS' RATINGS ▼

**CHRIS G.** **6**  
There needs to be a better way to do a movie game.  
**GEOFF** **5**  
I've yet to see a good platform game based on a movie.  
**DAN** **4**  
What is society coming to?

"You'll  
enjoy shooting  
at Cryo-Cons."

**Acclaim**  
AN ENTERTAINMENT SOFTWARE COMPANY

PHONE  
(516) 624-8888

DEVELOPER  
ALEXANDRIA

SIZE  
16 MEG

PLAYERS  
1

DO YOU  
REALLY  
WANT TO  
CONTINUE?  
YES NO

## EDITORS' RATINGS

**CHRIS G.** 8  
A good puzzle game with the added attraction of obnoxious alien blob guys.

**GEORF** 7  
Play this game for too long, and you're bound to bust a few blood vessels.



"A good cheese reference never hurts a game."

I really do like a good puzzle game now and again—maybe some Puyo Puyo or even a little bit of Tetris. And I even liked that puzzle game for the CD-i machine—Merlin's Apprentice. And I like that new 3DO game, Trip'd. But Atari's FlipOut! for the Jaguar is strangely different.

Even though I hate cheese, I do like the fact that the game takes place on Cheese Planet (the Planet Phrohma), according to the natives. "Cheese Planet" makes me laugh. I'm not sure what cheese or aliens have to do with anything. And as much as I like the cheese reference, I guess I have to say that the game's plot ends up being senseless.

Cheese Planet's Great Tile-Flipping Festival comprises the game's premise. Two sets of tiles, one tile on top of the other, fills a 3 by 3 grid. You have to match each of the nine tiles on the top set with the tiles on the bottom. There's one extra tile that doesn't belong on the play board and you just have to work around it. All the levels of the gameplay are pretty much the same, but with

different configurations and different backgrounds. (Kinda like most puzzle games, they just keep adding more obstacles as the difficulty increases.)

The puzzles are a lot like juggling. The tiles will spin in the air, and you'll have to shuffle them around into their correct places. It's okay for a little while, but it quickly grows tiring. Soon it starts to feel redundant and dull.

The puzzles will become more and more complex and will increase in difficulty. The little cheese aliens will get in your way or steal your tiles from you. They're more than a nuisance.

The game doesn't look very appealing either. It just doesn't look clean. Tetris is clean. Puyo Puyo looks clean. FlipOut! does not. The aliens look silly and even ugly. The colors are garish, too. Most of the tiles aren't very interesting, either.

FlipOut! ultimately is a puzzle game that takes a little time to grow on you (just like the fungus known as cheese).

—Betty Hallock

What are those cheeseleading aliens really up to?

## BREAKDOWN

**GRAPHICS** 6  
Scene also rendered aliens.

**SOUND / MUSIC** 5  
Sensicade puzzle-game made.

**PLAYABILITY** 7  
As frustrating as it is addicting.

**OVERALL RATING** 6



**JAGUAR**

**ATARI**

PHONE  
(800) USA SEGA

DEVELOPER  
GORILLA

SIZE  
16 MEG

PLAYERS  
1

And if it's the fighting game that wouldn't die! And for a good reason too, *Samurai Shodown* is one of the few arguably classic games of these fast-paced '90s, where it seems we forget the latest hot game as soon as we declare it to be so. SNK's epic tale of samurai spirits has finally been adapted by JVC for play on the Sega CD and, while not as spectacularly good as the 3DO version, it still manages to impress a whole lot.

First of all, every character from the original game is included. Raohmaru, Galford, Charlotte, and my personal favorite Tam-Tam, amongst others, have all survived the translation and they're all huge. Literally. Check out those huge sprites, man; they're beautiful. Unfortunately, the Sega CD's annoying inability to handle a lot of color on the screen is noticeable under circumstances. While this has no effect on gameplay, it is aesthetically unappealing. Aesthetics are everything, don't forget that.

But how does it play? Does it deliver the breakneck pace and brutal bloodshed and swordplay that gamers

have been led to expect from the arcade game?

For the most part, yes. To take full advantage of *Samurai Shodown*, you must possess a six-button controller. If you only have a three-button job, you'll still be able to play, but you'll have to use the **START** button to switch between punches and kicks and we all know that that's lame. Otherwise, *Samurai Shodown* doesn't disappoint. It is, in fact, easy to control. These special moves are spectacular and easy to execute once learned, and there are a variety of difficulty settings to test your gaming mettle.

If you're a fan of fighting games and are miffed about the lack of them on the Sega CD platform, *Samurai Shodown* should be the cure for what ails you. It has great characters, challenge, blood, solid gameplay, and nuking cleavers swinging swords. Definitely a recipe for an evening of fun.

—Gabe Soria

# SAMURAI SHODOWN

"Finally!  
A good fighting game  
for the Sega CD."

## BREAKDOWN

### GRAPHICS

Good, but the colors seem a bit off.

### SOUND/MUSIC

An improvement over the Genesis version.

### PLAYABILITY

Get out your six-button controller!

**OVERALL  
RATING** ▶

EDGE  
8  
MAY 1995

## EDITORS' RATINGS

### TYRONE

5  
Very fun to play; the best Sega CD fighting game yet.

### CHRIS E.

5  
A very colorful, highly playable conversion.

### GEOFF

5  
Sorry, I've been spoiled by the original Neo-Geo version.

**JVC**  
The Music of Learning

### PHONE

(213) 678-0101

### DEVELOPER

FUNCOM

### SIZE

CD

### PLAYERS

1 OR 2

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## GRAPHICS

Freaky! The Price is Right meets Garky Pook! 9

## SOUND/MUSIC

Obnoxious but accurate game show parody 8

## PLAYABILITY

More gripping than an episode of Card Sharks 7

OVERALL  
RATINGOVERALL  
8

Party Games



A pre-game news report explains the Biz-zarnian situation.



Must your host, Bob Blint!



Imagine if a television game show were to come along that combined the loofiest cold-war-era traits of capitalism and communism. Now take that concept, multiply it by ten, drench it in borscht and Cheez-Whiz and you'll be close to picturing the fractured festival of propaganda and comedy that serves as a backdrop to *Zhadnoost: The People's Party*.

Two to four players can play at once, each taking the role of a game show contestant from the Republic of Biz-zarnia. It seems that the republic's restrictive communist government has been temporarily overthrown by capitalist-minded revolutionaries who've seen one too many episodes of *Tic-Tac-Dough*. As a result, innocent citizens are being rounded up by the former secret police and forced to compete for fabulous cash and prizes.

As with most game shows, to win at *Zhadnoost* requires a contestant to earn the most points by doing well in a series of different games. Some games are simple concentration-style puzzles, others require players to assemble images from jumbled pieces. The most entertaining game of the bunch, however, is the trivia competition. You and your opponent go head-to-head, trying to be the first to correctly answer multiple-choice questions ranging from "What were the lizard creatures called on *Land of the Lost*?" (Sleestacks) to "At what age did Gandhi get married?" (13). The questions are obscure, funny and heavily skewed to players in their mid-to-late twenties.

At the end of each round, players enter the "Money-Go-Round" and walk an ever-shifting wheel-like surface in an attempt to strategically change its constituent colors to their favor.

None of the games presented here is anything particularly new. But *Zhadnoost* shines because of the twisted, unique ways it presents those games. The full-motion video is of flawless quality, and the backgrounds are a strange mix of propaganda artwork and glitzy game show excess. All of the actors, especially the guy who plays host Bob Blint, are genuinely funny (and disturbingly into their characters) as they act out the video clips that frame each game segment.

*Zhadnoost* is a great party game (pun intended). The play action is presented in a manner that's sure to inspire healthy competition among friends, and the CD-sized wealth of various trivia is sure to last a good, long time.

I haven't yet mentioned *Zhadnoost*'s most significant added perk: Mixed among its interactive game show segments are dozens of actual government propaganda films from the '40s and '50s. Prepare to be stunned as you watch them; they serve as proof that real life in the post-war era was even weirder than any video game could ever hope to be.

—Dan Vebber



The lucky contestants prepare to compete for fabulous prizes and a trip to "Amorika."

## EDITORS' RATINGS

## GABE 8

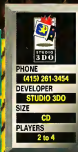
At times confusing, but it has a great sense of humor. I liked the obscure references, too.

## CHRIS G. 7

A great host on Twisted; a blast to play with your comrades.

## GEOFF 7

Wacky Soviets are at it again!



## PHONE

(415) 261-3454

## DEVELOPER

STUDIO 3DO

## SIZE

CD

## PLAYERS

2 to 4



Share the Money-Go-Round.





"Trip'd will invade your dreams."

# TRIP'D

## EDITORS' RATINGS

### BETTY

A really fun puzzle game that you'll find very addictive.

### GEOFF

An incredible addition. This is the vice I've been looking for.

### CHRIS C.

Great puzzle game with candy-like graphics.



**W**ARP is a Japanese game development company that's notorious mainly for its frightening adventure game, *D*. However, it's obvious that WARP isn't all gloom and doom because it has gifted 3DO owners with the thoroughly whimsical and charming game *Trip'd*.

Nintendo and Sega owners used to be the only gamers who got to play addictive Puyo-type games, but 3DO fans can now see what an addictive and fascinating experience games like it can be. The premise is simple: Different colored loons fall down the screen in groups of three, and the player must line up groups of four or more same-colored loons to make them disappear. Sounds simple, right? Bull. The player can rotate the sets of three blocks to put them in a better position, but has to avoid placing the icons in squares, because if four icons form a square shape, they turn into a monster instead of disappearing. It sounds confusing, but it's easy to understand if you're actually playing.

If you have a friend around you can play the great two-player mode, which will make bitter enemies out of the best of friends. It's a mad rush to make your



opponent lose his concentration, stack his blocks high without making any matches and ultimately lose his cool. By performing particularly good matches, you can drop a bomb on your opponent in the form of a host of unwanted loons which can destroy the most carefully planned strategy, which gives you the same feeling as ripping off a good combo in a fighting game. As VG's Dan Veber says, it's like the thinking person's Tetris. Right-o, Dan.

One of the best things about the game is its particularly Japanese sense of humor, something particularly evident in the character design. From the tiny blue monkeys that fall from the sky to the bug-eyed skull which sticks its tongue out at the loser of a match, it's a riot—a Japanese riot, that is.

To put it simply, *Trip'd* is the new game of choice around the VG offices. We can't seem to get enough of challenging each other to one more game and cursing at each other as the matches heat up. If people like us, who see enough video games to make us blind, can be so impressed, it stands to reason that something cool must be going on. *Trip'd* is a winner.

—Gabe Sorla

### PHONE

(408) 653-1898

### DEVELOPER

WARP

### SIZE

CD

### PLAYERS

1 OR 2



It may seem simple, but Trip'd will destroy your brain.

## BREAKDOWN

### GRAPHICS

Simple, elegant, beautiful. Great animation too.

### SOUND / MUSIC

The music complements the frantic pace.

### PLAYABILITY

Are you kidding? It's great!

**OVERALL RATING**

**8**  
out of 10  
VideoGames

## SPACE HULK

## BREAKDOWN ▼

## GRAPHICS

Smooth scrolling and gruesome aliens.

## SOUND/MUSIC

Suspenseful and creepy.

## PLAYABILITY

Fast-paced, intense—brings you back for more!

OVERALL  
RATING ▶GREAT  
8  
VIDEO GAMES

**R**emember the first time you saw Alien? I can remember the feeling of claustrophobia that came over me when Dallas was searching for the alien in the *Nostromo's* air ducts. When the motion-detector picked up an object closing in on Dallas's position, the tension was so thick I thought I was going to burst.

Games Workshop's PC opus, *Space Hulk*, recreates these feelings perfectly on the 3DO. Jump into a metal suit and descend into the steel belly of a derelict ship. Your mission is to cut its engines and clear the coast of all alien lifeforms. You find that this job is tougher than you

thought at first: the genestealers are cunning adversaries.

*Space Hulk* plays from a first-person perspective, like *Doom*. Armed with a cannon, you must maneuver down narrow crawlspaces in search of your objective. Coming at you from all sides are the genestealers, parasitic organisms which exploit other races' technology at the indigenous creatures' expense.

What makes *Space Hulk* work is its excellent atmosphere. All the corridors and rooms have low ceilings and uniform colors. Also, the AI of the genestealers is top-notch. Don't

be stupid and sit at the crossway of ducts. These critters will bait you to the creature, while the others circle around behind you to move in for the kill. You really do get the distinct feeling that you are being hunted. Another mood-setter is your copilot or "eyes." I'm

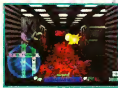
speaking of a voice that radios messages to you about your current predicament. He constantly sounds on the verge of panic, which heightens the experience. In the same way that *Alien vs. Predator* creeped you out, *Space Hulk* will keep you tense.

You can't talk about this game unless you discuss the violence. Genestealers don't just die; they go down in a blaze of glory. Their bodies will explode into a mass of bones and blood whenever you pummel them with some cannon fire. A great effect is to see their blood splash across the walls around them. Also, when they get in close and you're forced to fight hand-to-hand, you can see them writhe in agony as you pound them to the ground.

Since *Hulk* has many different missions to choose from, you can choose from a list of new missions or you can try one of the *Space Hulk Classics*. There are about 20 missions in all and each is enjoyable.

Atmosphere is the name of the game when talking about shooters such as these. *Alien vs. Predator* had it, although its gameplay was a little diluted, but *Space Hulk* is right on target. If you're a 3DO owner, make sure to check this one out.

—Geoff Higgins



## PHONE

(415) 572-2787

## DEVELOPER

Games Workshop

## SIZE

CD

## PLAYERS

1

*"You feel like Dallas in the Nostromo's air ducts."*



## EDITORS' RATINGS ▼

## GAME

Absolutely frightening. Delivers the look and feel of *Alien*.

## DAN

Scurry. The 3-D movement is smooth.

## CHRIS G.

AVP has not its match.



Get up close and personal with the genestealers.

# SYNDICATE



**S**ince its debut on IBM PC, versions of *Syndicate* have popped up on any number of other platforms. That success speaks for itself. There's no doubt that it's a fine game; what's going to matter now is how well that game translates to different platforms.

This 3DO version suffers more from the limitations of the controller than it does from any elements of the game itself. *Syndicate* conveys a richly detailed future society, in which you are given total control over a team of cyborgs as you attempt to take over the world through a series of political assassinations, technology acquisitions and personnel gains. Games as beautifully strategic as these always work better with a keyboard and mouse than they do with a handheld controller (the Jaguar's keypad being the one exception). *Syndicate* has so many button combos to learn, you're likely to spend more time researching your instruction manual than planning your strategy. Conquering the game also requires precise cursor movements, nearly impossible on the clumsy directional pad.

Still, all of these problems are almost made up for by the intricacy and brutal aspects of the game. You'll want to spend

the time learning the controls, because once you do, you get to play a sinister corporate executive. In a series of pre-game planning screens, you're given a budget to outfit your strike teams with bionic limbs, incredible weaponry and medical supplies. Money can also be put toward research in order to develop better weapons, or used to obtain additional maps and information from covert sources.

During actual gameplay, you watch from a god-like position above the infiltration zones as you send your minions into less-than-safe situations. You do have control over where each agent goes and what they do, but the outcome of each scenario has more to do with strategy and pre-planning than it does with dexterity or other traditional action gaming skills.

Fans of the classic board game *Risk* will probably want to snatch *Syndicate* up in one of its various formats. But a warning to the weak-hearted: Where *Risk*'s battles are fought entirely in your imagination, *Syndicate* forces you to watch little people explode into bloody messes as you cackle with glee and spin your twisted web of world domination. Yikes!

—Dan Vebber

From your position in the sky, you can safely watch as you lead your soldiers in their doom.



## EDITORS' RATINGS

- GEOFF** 8  
Another reason to get a 3DO. Being mean was never so fun.
- CASE** 7  
Great game, but tough to control without a keyboard.
- CHRIS G.** 7  
*Syndicate* makes conquering the world fun again!

**"Like Risk, but with far more bloody corpses."**



ELECTRONIC ARTS®

PHONE  
(410) 571-7171  
DEVELOPER  
IGUANA  
SIZE  
CD  
PLAYERS  
1

## BREAKDOWN

- GRAPHICS** 5  
An amazingly detailed, futuristic society.
- SOUND/MUSIC** 5  
A nice creepy score, but that's about it.
- PLAYABILITY** 6  
Games this complex really need a keyboard.

**OVERALL RATING** 5



## BREAKDOWN ▼

## GRAPHICS

Crisp and clear, like watching TV.

## SOUND/MUSIC

Average, like a TV movie.

## PLAYABILITY

Some good games, but the quality wanes.

## OVERALL RATING ▶


  
**6**
  
*VIDEO GAMES*

MASS-LOC-8

Blast those nestles away.

Hulk get mad. Hulk get strong.  
Gment

The action-packed TV show is now an interactive game. *Thunder In Paradise* stars that great thespian Terry "Hulk" Hogan as R.J. "Hurricane" Spencer, and his pal "Bru" is played by Chris Lennan. (When did they start calling the Hulkster Terry? Has the WWF superstar gone respectable?)

The game comes packed with a bonus CD that contains a digital video episode called "The M.A.J.O.R. and the Minor" which the game is based upon. In it, Zack, Spencer's nephew, battles the evil Rampike and races him to control a bio-humanoid gone totally haywire called "The M.A.J.O.R."

The gameplay involves a series of shooting games in three levels of play: Island Encounter, Thunder Encounter and Lab Encounter. In Thunder and Lab Encounter the game becomes a shooter much like *Lethal Enforcers*. (The CD-i game gun works really well in this mode.) The perspective of the FMV is first-person in each location. Bad guys pop out of nowhere in full-motion video and when blasted properly they seem to "phase" out of sight.

In Thunder Encounter, you control powerful weapons on the boat as you intercept missiles. This level is like a modern version of *Missile Command*, but whatever you do, don't screw up—or you'll get yelled at by the Hulkster. This section plays well enough, but I had a hard time believing these buff boneheads had that much firepower stockpiled on their pleasure craft. Get real!

*Thunder in Paradise* is not exactly a hit show; frankly, I would have preferred *Baywatch Interactive*, but as a simple shooter with a TV story, it's kinda fun.

—Chris Gore

## EDITORS' RATINGS ▼

## DAN

Hulk Hogan is perhaps the greatest actor ever to appear in a game, busting out excellent performances by Boogerman and the black crow from Earthworm Jim.

## GEOFF

Blowing away the bad guys was the best part.

## MAIN MENU



I promise Hulk, I won't screw up again. Just please don't hit me.



Hey, where's Hulk? Hey, who cares?



PHILIPS MEDIA

PHONE

800/340-7888

DEVELOPER

Philips Games

SIZE

CD

PLAYERS

1

# WORLD HEROES PERFECT

NEO•GEO

"Sure to hold its own at the dawn of the 3-D fighting game."

## BREAKDOWN ▼

### GRAPHICS

Beautiful, like Samurai Showdown II

### SOUND/MUSIC

Bone-rattling punches and kicks

### PLAYABILITY

What you've come to expect from Neo-Geo

**OVERALL RATING ▶ 9**

**W**orld Heroes Perfect is nearly that perfect. Fighting games come and go, but this one is sure to stand the test of time.

At the dawn of the 3-D fighting age, where games like Tekken and Toshinden reign supreme, it would seem like suicide for SNK to throw another 2-D fighting game into the fray. Let's face it, they're outdated. Somehow, though, SNK is able to churn out games that are of high quality and very enjoyable. Samurai



Shdown II and King of Fighters '94

are just two of the titles that keep me playing, and even though I'm no Fatal Fury fan, World Heroes Perfect is another title that's going to make a splash amongst fighting aficionados.

One of the main reasons why World Heroes Perfect is such a success is because the characters in this game are super. You can play as a viking, pirate or wrestler, or you can try your luck with a cannibal or swordsman. No generic Kim Kaphwan-types here; they're all very memorable.

Another trademark of a Neo-Geo game is its special moves. In WHP, these moves are nothing short of spectacular. See a fiery red shark fly out from Captain Kidd's fingers and gnaw on some unsuspecting opponent. Or see Erik the Viking's mallet of Thor come crashing down on Ragspuin's head. Also, you mustn't forget the devastating desperation moves that you can access when the going gets tough. All in all, there are more spectacular moves to be seen in WHP than in most other fighting games.

World Heroes Perfect is a true pleasure to play. Fast-paced, with superb playability and dazzling special moves. The character balance could have been a bit better, but picking a powerhouse like Erik only makes it more fun in two-player mode.

—Geoff Higgins



## EDITORS' RATINGS ▼

### CHRIS B. 8

Better than Jet: cool characters are still the key to this series

### TYRONE 6

ADK broke the original formula; now it's a Street Fighter clone

### DAN 6

I'm just too politically correct to appreciate the ugly stereotyping.



See Ragspuin get a little fruity. I don't think ADK did their homework on this guy

**SNK**

### PHONE

(310) 371-7100

### DEVELOPER

ADK

### SIZE

226 MEG

### PLAYERS

1 OR 2

# CAPSULE REVIEWS

September 95

GAME BOY

## CENTIPEDE • NINTENDO • 1-2 PLAYERS • 2 MEG



Contained on the same cartridge as *Millipede*, this portable edition of *Centipede* could be graphically improved, but maintains the same great gameplay as the arcade classic. Quick and smooth, the movement of your little blaster is as fluid as you could want. Another entry in a series of Game Boy carts featuring classic arcade hits, *Centipede/Millipede* will probably grow on you just like *Tetris* did.

### BREAKDOWN

<b>GRAPHICS</b>	5
A little choppy, even by GB standards.	
<b>SOUND/MUSIC</b>	3
Good recreation of the original's.	
<b>PLAYABILITY</b>	7
Addictive.	

**OVERALL RATING** **7** *GOOD*

GAME BOY

## MILLIPEDE • NINTENDO • 1-2 PLAYERS • 2 MEG



*Millipede*, the second game on the cartridge, is as enjoyable to play as *Centipede*. The graphics could be better, still, but your movements are exemplary. Watching the DDT bombs explode is a blast to watch and there are plenty of little critters and creepy crawlies to blast. This game will keep you busy on those boring car rides to Aunt Edna's house.

### BREAKDOWN

<b>GRAPHICS</b>	5
Same as <i>Centipede</i> .	
<b>SOUND/MUSIC</b>	3
Adequate.	
<b>PLAYABILITY</b>	8
Fluid movement makes for gaming fun.	

**OVERALL RATING** **8** *EXCELLENT*

GAME BOY

## MISSILE COMMAND • NINTENDO • 1-2 PLAYERS • 4 MEG



*Missile Command*, packaged with *Asteroids*, is another old-time favorite that's a treat to play. Translated perfectly, it looks just like the Atari 2600 version (except that it's in black and white). Send ICBMs to intercept missiles and celebrate as you avoid nuclear annihilation. Complete with planes, satellites and space ships that fry and demolish your precious city, *Missile Command* will keep you playing. Great practice if you aspire to live in one of nuclear silos.

### BREAKDOWN

<b>GRAPHICS</b>	6
Excellent replication of the original.	
<b>SOUND/MUSIC</b>	4
Those eerie bomb noises are back.	
<b>PLAYABILITY</b>	7
Remember when games were simple?	

**OVERALL RATING** **7** *GOOD*

GAME BOY

## ASTEROIDS • NINTENDO • 1 PLAYER • 4 MEG



This time you have two types of *Asteroids* to choose from: classic or new. The classic version is a solid translation using those familiar 2-D vector graphics. The new version has some pretty nifty looking asteroids, complete with craters. To access this, go to Options and then toggle between "classic" or "updated" under graphics. Both versions still have the fail-safe "hyper space" and those pesky saucers that fly by. Comes on the same cart as *Missile Command*.

### BREAKDOWN

<b>GRAPHICS</b>	7
Chooses between classic or updated.	
<b>SOUND/MUSIC</b>	5
Same old relentless background music.	
<b>PLAYABILITY</b>	7
Another win for those who need one.	

**OVERALL RATING** **7** *GOOD*

## GALAGA • NINTENDO • 1-2 PLAYERS • 4 MEG



Packaged with Galaxian, Galaga is another arcade classic now available for the Game Boy. All of the fun and excitement that you remember playing Galaga in the arcade can be experienced again on this near-perfect translation. Both graphics and sound will cause memories to come rushing back. Just remember not to shoot the alien holding your ship hostage until it starts an attack run or you won't be able to double-up your ships until the next level.

## BREAKDOWN

## GRAPHICS

The same look as the original.

## SOUND/MUSIC

Hear that tractor beam conin'.

## PLAYABILITY

Same great gameplay.

**OVERALL  
RATING**

**GOOD  
7**  
VIDEO GAMES

## GALAXIAN • NINTENDO • 1-2 PLAYERS • 4 MEG



Galaxian just doesn't have the zip that Galaga has. Nothing more than a colorized Space Invaders, Galaxian has nowhere near as much going on as its partner. With fewer diving aliens and no tractor beams to speak of, Galaxian will begin to bore you almost immediately. Buy this cart for Galaga only. Lord knows, it's probably the only one that you will play.

## BREAKDOWN

## GRAPHICS

Closer to the original, but still blocky.

## SOUND/MUSIC

Listen to your own music.

## PLAYABILITY

The aliens just isn't there.

**OVERALL  
RATING**

**DRAB  
5**  
VIDEO GAMES

## EARTH DEFENSE • REALTEC • 1 OR 2 PLAYERS • 4 MEG



Earth Defense is a game you won't find in many stores, and if you do find it, avoid it. The set-up is strikingly similar to games like Aero Fighters, but done on the Colecovision. Fly your airplane over enemy terrain and blast enemies which look like they were rejects from an open casting call for Galaga. This looks like a programmer's first attempt at stringing some code together to make a game.

## BREAKDOWN

## GRAPHICS

Would've been here ten years ago.

## SOUND/MUSIC

Don't insult me.

## PLAYABILITY

Gets boring awfully quick.

**OVERALL  
RATING**

**POOR  
3**  
VIDEO GAMES

## WHAC-A-CRITTER • REALTEC • 1 PLAYER • 4 MEGS



If pizza parlors are your favorite haunts, then Whac-A-Critter will be your thing. It's an update of that old Chuck E. Cheese favorite Whack-A-Mole in which you have to bash pesky moles back into their holes with a mallet lest they make you look like a fool. Make sure that you don't bump a princess or a dog on their noggin or you'll get a spanking. Playable only with a SMASH controller. Good luck finding one of those, buddy.

## BREAKDOWN

## GRAPHICS

Good for Realtec standards.

## SOUND/MUSIC

Not impressive.

## PLAYABILITY

C'mon, it's a classic! A weird classic.

**OVERALL  
RATING**

**DRAB  
5**  
VIDEO GAMES

## FUNNY WORLD/BALLOON BOY • REALTEC • 1 PLAYER • 4 MEG

**2 IN 1**



The marketing geniuses at Realtec grace us with their update on the old dunt cartridge that was popular back in the Atari 2600 days. In Funny World you must shoot strange animals as they walk across the screen. The box says that if you shoot the princess, "No one will be laughing," but we all laughed anyway. Balloon Boy is an update of the ancient arcade game Carnival. It plays like a mix of Space Invaders and Kaboom.

## BREAKDOWN

## GRAPHICS

Interesting in an idiosyncratic way.

## SOUND/MUSIC

Casio, anyone?

## PLAYABILITY

Aimost.

**OVERALL  
RATING**

**DRAB  
4**  
VIDEO GAMES

# SPORTSWIRE

AND NOW, ANOTHER EPISODE OF

## PROS WHO PLAY

If you're the insecure gaming type and need some sort of validation for the endless hours you spend in front of the TV playing video games as your body deteriorates into a globular mass of unhealthy protoplasm when you should be outside getting fresh air, here you go: More proof from Electronic Arts that even professional athletes dabble in the video-game world.

One or two of the L.A. Dodgers' finest enjoy a good baseball simulator at times. Chris Gwynn,

Dave Hansen and Tim Wallach have all been busted playing these mind-numbing games on the boob-tube. The game in question is EA Sports' *Triple Play '96*.

"Dudes...this game is awesome!" exclaimed Hansen, who's never at a loss for words (but seemed to have misplaced his thesaurus). Wallach was new to the pastime, but became better acquainted with it while he was out on the 15-day disabled list with a sore back.

Either I win, or this Sega Genesis gets a new input!



## THE PUCK STOPS HERE

It's coming! EA's *NHL '96* is in the making and you may not believe your eyes. Sports fans: If you ever needed a reason to go out and buy a 3DO, here it is. *NHL '96* will blow you away. With enhanced graphics, more player moves and a 3/4 ice perspective, hockey video games will be taken to the next level. Pity the developers that have to try to compete with EA in this genre. Keep 'em peeled for *NHL '96* this fall.



As you would expect from 32-bit, the characters in *NHL '96* are huge. The sound will make you feel as if you've really hit the ice.







# INSTANT REPLAY

**T**he most hated guy in sports, and now you can be HIM! NFL *Instant Replay* lets you see the game through the eyes of the ref, or I should say, what they want you to experience. They fail at this, but still manage to create an excellent half-time activity for football aficionados across this great country.

The concept is simple: Watch an old play and pick what call you think should be made. If you're correct, you'll earn points. If you're wrong, you get booted. You get to look at one play for each week in the regular season. If you score a 65% or better, you earn the right to play-call the playoffs. Perform well there and you're off to the Super Bowl.

This is a trivia game, no matter how you slice it. Just watch the film and listen carefully to the commentator (and have an extensive knowledge of football) and you'll do fine.

NFL *Instant Replay* is a football

fan's brain-candy. I was instantly enthralled by the game. What's weird is that I'd actually seen some of the games that the clips were taken from.

One annoying aspect of the game is a problem that plagues all trivia games: Repetition. After only ten games, I was beginning to see some repeat plays. But, it still lasted longer than *Jeopardy*, *Wheel Of Fortune* or *Family Feud* before that started. Also, most of the plays seemed to involve the same teams. Tampa Bay, Green Bay and Houston were in just about every clip. It could just be how my game was randomizing. I don't know.

NFL *Instant Replay* is a great party favor. It won't interest you unless you like football, plain and simple. But if you're an armchair quarterback, you'll be hooked.

—Geoff Higgins

PHONE  
(800) 340-7888

DEVELOPER  
Phillips

SIZE  
CD

PLAYERS  
1

**"NFL Instant Replay is a football fan's brain candy."**



Watch carefully. You wouldn't want to make the wrong call.



## EDITORS' RATINGS

**CHRIS G.** **5**  
Takes nearly tested my knowledge of the sport. Seems like playing this game would be preferable to attending religious school.

**BETTY** **4**  
You really have to know football, which is not my cup of tea.

## BREAKDOWN

**GRAPHICS** **7**  
Footage of football games.  
**SOUND/MUSIC** **5**  
The sounds of football. Music to my ears.  
**PLAYABILITY** **2**  
"You Make The Call"

**OVERALL RATING** **5**

GOOL

VIRAL GAMES



REGULAR SEASON





## EDITORS' RATINGS

### GABE

A loose and easy-to-play soccer simulation. Reminds me of the no-rules, all-fun games I used to play after school.

### BETTY

Comparable to FIFA. Realistic soccer action—a whole heck of a lot of fun.

# Head-On Soccer

It's amazing what last year's World Cup has done for the sport in the States. Soccer games are now appearing from everywhere to take your home system by storm. So as not to let the Genesis owners have all the fun, here comes Head-On Soccer for the Super NES.

This game rates right up there with International Superstar Soccer and FIFA '95 on the pure enjoyment level. While not a simulator like FIFA '95, Head-On looks and feels a great deal like ISS. No time to mill around on this playing field; the only way to maintain ball control in this game is to continuously pass.

The feverish pace is what makes this game so entertaining. With pass and shoot the only important actions you can perform on attack (there's heading, but who cares?) the object is to get the ball into the goalie box as fast as possible and take a shot. Despite some cool features (which I'll get into in a minute), strategy takes a backseat in this game. While a cross pass will increase the chances of scoring, you'll find yourself, more often than not, just pumping away at the shot button when you're within striking distance.

One of the reasons that the game is so high-pitched is because you can only see a small amount of the playing field at one time. And, with the lack of a corner

map of the playing surface, you're pretty much runnin' blind.

The cool features to this game are its different player types. Even though no real players are here, as in FIFA '95, there are distinct differences in certain players. They are: 1) Standard Guy: A run-of-the-mill average Joe just filling up space. 2) Barger: a big brute of a player, barger are muscle-bound meshheads who'll listen you if you aren't careful. 3) The Cheat: The actors of the soccer world, cheats are great at drawing free kicks. 4) The Marker: An offensive player's nightmare. He'll stick to his guy like glue. 5) Passer: He can pass well, duh. 6) Tricky: These guys are the hot dogs, slipping in and out between dumfounded defenders. 7) Striker #1: Mind-blowing bicycle and banana kicks are these guys' forte. 8) Striker #2: Earth-shattering power shots make these guys lethal attackers.

Another interesting additional feature is the heel kick and trick shots that can be done by the "star" player. Find out who yours is, because he'll heat up the match in no time.

Head-On Soccer is a delight to play—thoroughly entertaining and arcade-fast, it rivals International Superstar Soccer as the best soccer cart for SNES.

—Geoff Higgins

## BREAKDOWN

### GRAPHICS

The colors in this game are great. SOUND/MUSIC Listen to the crowd chant and cheer.

### PLAYABILITY

Fast-paced (but at its best)

**OVERALL RATING** **8**

*Video Games*



PHONE  
415/ 693-9297  
DEVELOPER  
U.S. GOLD  
SIZE  
16 MEG  
PLAYERS  
1 TO 4

Exhibition/Practice Mode  
✓ In-game/Screen Hi-Lo  
✓ Substitution Menu  
✓ Team Construction  
✓ League Construction  
✓ Player Backup  
✓ Transfer Backup  
✓ Official License  
✓ 1/2 1/4 1/8 1/16 1/32  
Players

*"a feverish pace makes this game extremely entertaining."*

# RPG

## Attack!

SUPER NES

### KOEI'S PTO II SET FOR LATE '95 RELEASE

**P.T.O.**  
Pacific Theater of Operations

If fans of strategy simulations will be happy to learn that Koei, the historical RPG leader, is releasing a sequel to its most popular game, *PTO*, *Pacific Theatre of Operations II* for the SNES will be a 24-meg, battery-backed game for one or two players. Players can

choose from three campaigns and seven short scenarios, taking control of the U.S. or Japanese forces.

*PTO II* is loaded with information, from over 100 detailed officers to 120 different types of warships, 60 types of war planes, 20 submarines and ten types of tanks! As if this wasn't enough, you

can bargain with the president and prime minister alike, and a new cryptography feature allows you to try to decipher enemy messages.

Throw in a map that's twice the size of the one in the original game—with 70 bases and 100 posts—and you have a war simulator's dream.



### ROMANCING THE SATURN

If Koei's *Romance of the Three Kingdoms IV* is coming to the Sega Saturn this September! With incredible graphics and some juicy additions, *R3KIV* looks to be one of the most promising titles to come out for the Saturn this fall.





One more time, Squaresoft has brought us an exemplary RPG. This one is called *Chrono Trigger*. And it is sure to please all fans of *Breath of Fire*, *Final Fantasy* and *Brainlord*.

You play Chrono, a teenage boy who lives in a small province by the water. The 1000-year anniversary of your territory is at hand, and a huge carnival has been held in celebration. At the carnival you meet a beautiful coquette who asks for you to show her around. At an inventor's demonstration, you get a chance to test a new teleporter. Unfortunately, when your young lady friend tries it, the machine malfunctions and casts her into a hole in time. You follow, and uncover a disruption in the time continuum (kinda like in a little movie called *Back to the Future*). Now it's up to you to jump through time and fix what's been broken in order to

save the world you know.

Having said that, let's talk aesthetics. *Chrono Trigger* looks fantastic. The colors are bold and the graphics are crisp and detailed. Even the world map that you will use to travel from area to area looks remarkably good.

The cast of characters is fairly large and quite interesting. One of the people (things?) that joins your party is a sword-wielding frog. Character movement in *Chrono Trigger* is like that in *Landstalker* or *Beyond Oasis*, not first-person. Also, you can see all of the monsters on the screen, so it becomes easy to avert combat by maneuvering around possible antagonists.

One great feature of *Chrono Trigger* is the ease of equipping characters and using items. Most RPGs make upgrading armor and

weapons a pain. With the exception of *Breath of Fire*, you really had to study the items in question to make sure

Name your characters anything you want. You could name this guy "Poop-Face."



Battles combine real-time and turn-based action.

## BREAKDOWN

**GRAPHICS** 8  
Vibrant colors make it pleasing to look at.  
**SOUND/MUSIC** 7  
The same old RPG sounds.  
**PLAYABILITY** 8  
Your quickness is a factor during battle.

**OVERALL RATING** **8**

OVERALL  
**8**  
VIDEOGAMES

**SQUARE**

PHONE

(1206) 881-0363

DEVELOPER

Squaresoft

SIZE

32 Meg

PLAYERS

1

that you were actually equipping a superior item and that the item in question is usable by the character. Here, however, when you bring up the character screen and highlight a particular piece of equipment, all of the possible replacements that you're carrying are listed in another window with the upgrades in boldface.

Truly the most remarkable feature of this game are the battle sequences. It's a cross between real-time and turn-based action. When you engage the enemy, it asks you what to do like any turn-based RPG. But the speed at which you choose your character's action is critical, because the monsters are always moving and will attack while you ponder. This turns what can sometimes become a boring interruption of gameplay into an exercise in skill and wits.

*Chrono Trigger* is the newest in an increasing number of quality RPGs to come out in the past year. Coming on the heels of games like *Ogre Battle* and *Might & Magic III*, *Chrono Trigger* could easily have paled in comparison. Instead, Squaresoft has brought us another reason to hold onto our SNES.

—Geoff Higgins

## EDITORS' RATINGS

**BETTY** 8  
Squaresoft have outdone themselves. The fighting sequences are exciting—you must be prepared to move fast.

**GABE** 8  
Yet another top-quality RPG for the SNES.

**"Another reason to hold onto your SNES."**

<b>Geoff</b> LV 38 HP 247 MP 150 15 0 18	 <b>Geoff</b> LEVEL 38 Iron Blade Magic Cap Wind Tunic Power Gloves PWR. 9 SPD. 12 HIT 8 EV. 9 MAG. 5 STAM. 11 DEF. 5 EXP. NEXT 65 EXP. 65
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# next month in

## VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

### PlayStation Arrives!

We'll celebrate the arrival of Sony's new CD-driven baby with an onslaught of reviews, strategies and in-depth coverage. The platform wars are getting more intense—stick with us and avoid the shrapnel!

### Unbelievable Ultra 64 Previews!

Nintendo's been pretty tight-lipped about its super-powered cartridge system. We're gonna take a can opener to those lips and get you a slew of exclusive previews.

### Virtua Fighter Remix!

Sega's adding eye-popping texture-mapping to its already incredible fighting game. Intrigued? We've got the inside and outside scoops on this collectors' edition Sega Saturn release.

### On The Set Of Wing Commander IV!

The latest installment of Origin's cross-platform space epic is blasting into full production. Join us as we visit the incredible set and hang out with sci-fi hero Mark Hamill.

# plus!

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**VideoGames Magazine. Humanity's last hope. On sale September 19, 1995.**

## Comes With More Rude Smells Than The Ol' Pull My Finger Joke.



You've never  
seen or smelled a  
Role-Playing Game  
like this! • Shortly after

the government tries to cover up a sudden  
outbreak of criminal  
behavior all over the  
world, a "horrific meteor  
shower" and hordes of  
reeking, belching mon-  
sters turn up. • You'll travel to different towns,  
across new worlds, and through time to face  
Giygas, the evil, time-traveling alien who is to  
blame for all the mess. Each EarthBound Game  
Pak comes with a free 128-page Player's

Guide loaded with info about where  
the best grub is, who to  
hang with, and what you  
need to avoid. Keep it  
nearby though, because

the lowdown on all those heinous monsters will  
come in quite handy. If they get too close, open a  
window fast, because some of 'em are more than



*The roasters aren't the only ones who  
can reek. Maybe one of your friends  
boiled off some bad air.*



*Sell out your chances for a burger  
or slice of pepperoni pizza when  
you need a boost of energy.*

ripe. • But the adventure  
doesn't start until you do.  
Grab some air freshener  
and start sniffing around for  
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It's the first Role-Playing Game that stinks.



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